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BUBBLE BOBBLE, ORVIO II, C+VG
HITS: this issue include Ace 2,
Addictaball, Flunky, California
Games. Other reviews include
Sidewise, Oeathwish III, Mask and
Last Mission.
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C+VG team

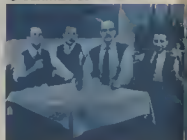
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● JUDGE DEATH/PCW SHOWDOWN



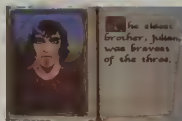
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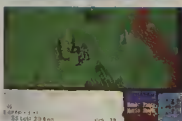
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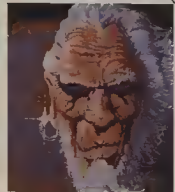
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Inside Story

And a new age dawned in the legend of Computer + Video Games as the world's greatest computer magazine strides on bringing you the future today. Barbarian Sloten runs amok in our exclusive preview and we bring you the map of this amazing game. And don't miss the pulse-pounding competition that goes with it. Check out the A-team our FREE 24-page Atari ST and Amiga supplement and marvel at artist Herman Serrano's work on *Ancient Mariner*. The Mean Machines are Sega, Nintendo, Sega and Atari — are back creating new sensations. We've also a five-page PCW Show preview, packed with all the new games. All this plus a *Centurions* Map and competition, news, tons of reviews and much more. C+VG — essential reading.

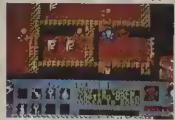
Tim



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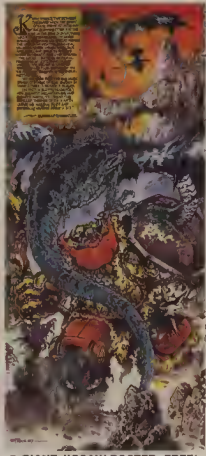
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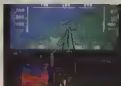
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■ No-one knows exactly what the amazingly secret US Stealth Fighter looks like. No-one except Major Bill of **Microprose** (that is) The new flight-sim from the Stateside specialists features this advanced "invisible" aircraft. The designers of this game, **Jim Synoski** and **Arnold Hendrick**, noted that the Air Force does not acknowledge the development of the Stealth aircraft, but that its existence has been confirmed by other sources. "We have a fair idea of what the capabilities of the plane must be," said Hendrick.

Project: Stealth Fighter

will be available first on Commodore 64/128K priced at £14.95 cassette and £19.95 disk, with other versions following

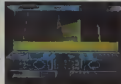


■ Get an eyeful of these solid three dimensional graphics from **Driller** on the Spectrum from **Incentive**

The game is set on a new Earth colony once inhabited by an outlawed alien race. Their mining activities have led to a build-up of dangerous gas below the planet's surface and everything is just

waiting to blow

Using your driller tank you must explore the planet and drill in the correct areas to release this dangerous build-up. There are clues scattered around for the best place to drill or you can do it by trial and error. Laser tunnels left by the aliens to protect the mines



are still active — so watch out **Driller** will be out in October or November

■ Coming soon from **Electric Dreams** is **Knighmore** — the computer role-playing arcade

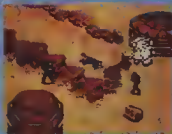
adventure game based on the soon to be seen TV show. C+VG saw an early version of the game down at ED's Southampton programming palace and it looks exciting. The action takes place within a mysterious castle and you have to complete a mysterious quest helped and hindered by two oracles. **Knighmore** the TV show started on ITV on September 7th — we've seen the pilot and can tell you that the show, which will go out twice a week, is really ace. Teams of adventurers guide one of their number through a TV dungeon, helped by Trappone the Dungeon Master. Don't fail to catch the show!

■ Have you been wondering what **Archer Maclean** has been doing since the classic **Drop Zone**? We have — and now we've found out. He's been putting together **International**



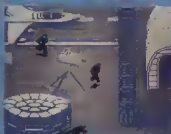
Karate 2 for Actvision And if you think that **IK2** is just another martial arts game, think again. Archer has taken the original game, added on extra computer controlled player, remixed the music and checked in a new bonus round. **IK2** will hit the streets in October and will set you back just £9.99

■ Meet **Bravestarr**, the roach' lookin' cosmic cowboy! He'll be riding into computerville around Christmas time partners — but watch out for the TV cartoon starting in September and the



■ **Comprosoft** That's the new odd **Microprose**. A new for the homebrew **Airbourne Range** men - shoot 'em up in the world. The "one soldier" battle is an overwhelming odds, sitting and waiting in hiding and determine your fate. **Airbourne Range**, where parachutes into enemy territory and must

Airbourne Range available firstly on 8K at £ 95 9.95 disk, other follow





On the PCW
Action Force
uses the boys' own
cartoon voice and stars all your
favourite characters
Sgt and private The
Commandos COBRA
and and his
secret military plan,
the AF to stop the alien



comic which should be on the
newsstands about now. Forget
Cantunans, Go-Bots, Masters of
the Universe — **Bravestarr** is
going to be THE cartoon cut for
Christmas. He's six feet tall with the
eyes of a hawk, strength of a bear,
ears of a wolf and as fast as a
speeding puma — the animal not
the running shoes. Bravestarr is a
marshall of Fort Kenum on the
frontier planet New Texas.
Bravestarr is the law on this wild
planet, he has to deal out justice to
all the outlaws and other criminal
types attracted to New Texas by
the precious metal Kenum. The
Bravestarr game is currently being
programmed by Probe Software.

Watch this space for more
Bravestarr news.



■ Here's **Hysteria**, the latest
from the **Software Projects**,
the people who brought you
Dragon's Lair. Hysteria chase
action over three time levels in
ancient Greece, medieval times
and in the future. The hero chases
an evil monster across time zones.

■ The days when you could zap
away at the aliens on your
television screen in safety are over.
The television can now zap back
with the advent of **The Video
Challenger**, Bandal UK's
interactive tv and video linked
game.

The player uses a gun to fire at
the aliens or badasses as they
appear on the screen. But the
screen fires back registering hits on
the gun. Points are scored for hits
and losses.

The shoot-out can take place
against a wide variety of
backgrounds with footage with
sources such as a war movie and
from computer generated
animation.

The basic **Video Challenger**
game complete with Gun and one
minute starter cassette costs about
£59 (approx). Further video
cassettes will cost about £10.



■ That boxing is one of the
meanest, dangerous and exciting
marital arts sorts going. Kicks,
punches and just about everything

goes.

Now there's **Bangkok
Knights** from System 3, creators
of the hugely successful
International Karate and The Last
Ninja.

The game — which features
large cartoon-style graphics —
follows your bad to take on eight
characters in order to become the
Champion of Bangkok.

■ Not satisfied with **Super
Sprint** and **Enduro Racer**,
Electric Dreams Activation is
bringing your **Rampage** — the
coin-op monster game and one
working on **Karnav**, a **Rastan
Saga/Rygar** style game
featuring a character who looks
like a lubby Mr. T.

■ Had To Happen Dept: You can
get involved in the Gulf crisis,
thanks to **Electronic Arts** and
their new simulation **PHM Pegasus**.
Escorting a supply ship through the
Straits of Hormuz is one of the
missions included in this strategy/
action game from the US Lucasfilm
outfit.

PHM Pegasus puts players in
control of a hydrofoil as they
battle in oceans with numerous
enemy vessels in any of eight
different combat assignments.
Hydrofoils are navy owned,
assault crafts that literally fly on top

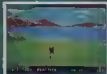
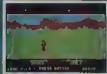
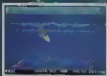
of the water defending the shores
of the United States. But they may
become embroiled in other areas
of the world.



■ It's not pool, it's not billiards, it's
not even snooker — it's **Q-Ball**,
English Software's extremely
original and very playable 3D
combination of all the above
games. Originally on the **Atari ST**
Q-Ball is now available for the
Amiga at a £19.95



■ **Viz Design** releases its first
game **Werewolves of
London**, this November on
Spectrum, Amstrad and
Commodore



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Now the Summer will surely last

California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight players can take part. All the quality you expect from an Apple product is here and so much more. We could tell you more but instead let's hear what **EXAF 66** had to say.

"Even in purely technical terms Byys have somehow managed to surpass their own high standards — the pictures and sounds generated by this program are atmospheric beyond belief."

"If you gather up all the superlatives from previous *Eyxx* reviews and add them together, you just might go halfway towards something California *Woman*!"

There. Need we say more?

st forever!

News



3. COMMISSION SYSTEM.



UNIT 3 AT 200 G.

■ This is **Morpheus**, **Andrew Braybrook's** latest and possibly greatest offering. Hopefully it'll make up for the rather disappointing *Alleykat* and restore Mr B to his rightful place as King Zapper. As you can see from our screen shots **Andrew** has returned to a *Unlums*-style screen — but the new game promises much more — malevolent monsters even! We hope to bring you a full review next issue.

■ What do you mean you missed part one of our mega-jigsaw poster! Personally I'd like to say that's your own tough luck, buddy! But the big boss man at IDEAS Corp say you ought to have the chance to make up for what you've missed. So if you clip the COUPON below and send it together with your name and address and the part of the poster you missed to Computer + Video Games, Poster Office, Priny Court, 30-32 Farringham Lane, London EC1R 3AU. Then we'll rush you the bit you missed. Don't say we don't give you anything! But remember this offer is subject to availability so act FAST!



■ Prepare yourself for ambient music. What? Well, it's like this. **US Gold** reckon that the one big thing missing from your life when you're playing games is a really cool soundtrack. So they are toying with the idea of putting audio soundtracks in with their games. The first candidate could well be **Outrun**. And how about music to play adventures with? What do you reckon on the idea? How about sending us your top ten game playing tunes too. Mail your list, on a postcard please, to Computer and Video Games, Tap Tunes, Priny Court, 30-32 Farringham Lane, London EC1R 3AU. And you could start by checking out the tunes on tapes going out with games on the new **Gold** label.



■ Make way for **RoboCop**, part man, part machine. He's the star of a new movie and a game in the way from **Ocean**, who snapped up the rights to this new superhero. **RoboCop** is a mixture of *Frankenstein*, *Terminator*, *Blade Runner*, *Dirty Harry* and every comic hero you've ever come across. Once a human cop killed in action **RoboCop** has been transformed into a cyborg ready to bring rough justice to the crime ravaged streets of

Detroit. **RoboCop** sets out to revenge the death of the human he was, taking on a gang of depraved killers led by a drug-craddled psychos. Lots of action and adventure in this movie which opened to rave reviews in the USA a couple of months ago. You should see the film in this country around Christmas time and there's a sequel already in the making. The game? **Ocean** tell us that it won't be around until late next year.

■ Who said chivalry was dead? Not the guys at **Mindscape**. They brought you the classic *Defender of the Crown* — on the ST and Amiga and now the good of '64. We've got 10 copies of this swashbuckling game to **GIVE** away to the first C+VG readers who rush us a postcard with the correct answers to our *Defender of the Crown* quiz thanks to **Miramax**. Could you become King of England and we'll be hand of a fair damsel? We reckon that the 64 version of the game is a real winner — could you be one of our winners? Answer these simple questions to find that ALL entrants will get **Special Defender Posters**.

1. What was Robin of Locksley better known as?
2. What is the main weapon used when knights duel on horseback?
3. Name the squire who became king after pulling a sword from a stone.

Send your answers, on postcards **ONLY** please, to Computer and Video Games, *Defender of the Crown* Competition, Priny Court, 30-32 Farringham Lane, London EC1R 3AU. Don't delay — enter today!

■ Remember **Cyborg**? The game that almost never was from CRL. Well, the *Mandroid* is back in a brand new arcade adventure called — yup, you've guessed it — **Mandroid**. Let's hope CRL has the technology to bring you this game as *Intel* **Cyborg** is in search of his roots in this latest offering. He wants to find the blueprints of his construction before a totally evil b***t gets his hands on them and starts turning out mini-borgs by the million. The action takes place on a desolate planet where the dreags of intergalactic society have gathered. They do say it will cost £9.95 on tape and £14.95 on disc.



■ **Nigel Mansell** may still become this year's Formula One World Champion if *Lady Luck* smiles on him. **Martech** will be hoping he does, because at the end of the F1 season they'll be unleashing **Nigel Mansell's Grand Prix** on a unsuspecting world. This promises to be THE Grand Prix racing simulator. It features all the latest technological advances in race car design. We're hoping that *Martech* don't let *Murray Walker's* digitised voice on the game! The Ed couldn't bear it.

■ You could be in for the experience of a lifetime at the **Personal Computer World Show** — if you're a winner in our amazing **Microprose Gunship Competition!**

Microprose will be bringing their incredible **Gunship Flight Simulator** to the show — and YOU can back a trip in it by winning one of six places exclusively for C+VG readers!

The **Gunship** simulator has been squeezed into an actual **Link Flight Training Simulator**, used by pilots for training purposes. It's like one of these hydraulic arcade games — except much more sophisticated.

There will also be a special line to **Major Bill Steeley**, boss of **Microprose** in the US, and he'll talk you through any problems you have during the flight!

To win all you have to do is answer three simple **Gunship** questions, which are:

1. Name the helicopter on which **Microprose** based their hit **Gunship** simulator.
2. Name the helicopter flown by *Strangelove* **Hawke** in the hit TV show.
3. Name ONE other hit **Microprose** simulator.

If you're going to be at the **PCW Show** just come to the C+VG stand with a copy of this magazine and tell us the answers. The **FIRST SIX** correct answers will get a ride on the simulator during the show.

If you can't make it, never fear, because six runners-up will get a free **Gunship** t-shirt and 20 other lucky entrants will receive a giant **Gunship** poster. Just send your entries to Computer + Video Games, **Gunship Competition**, Priny Court, 30-32 Farringham Lane, London EC1R 3AU.

BUBBLE BOBBLE

TM



From Taito, the masters of arcade entertainment
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Blow and bounce and bob your way into oblivion in this incredible conversion of the greatest arcade game of the year ..

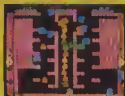
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Bubble

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Karate Kid II/Space Battle/Head
Runners/Hades/Nobels/Burgenian

► MACHINES: C64/128/
AMSTRAD/SPECTRUM/
ATARI ST
► SUPPLIER: FIREBIRD
► PRICE: £8.95
► VERSION TESTED: C64/4/128
► REVIEWER: JOHN

Bubble up that gum and

prepare to take on the evil
Baron Von Blubba and his
crazies.

Firebird's done an ace job of
converting Tat's hit coin-op
Bubble Bobble to the likes of
Commodore 64. You get the
simultaneous two-player option
with those two bubble blowing

dragons Bub and Bob, water
shoots, magical objects, fruits
and a reus...

You start at the bottom of the
screen and the monsters race
down from above. Your only
weapons are bubbles which
you shoot at the oncoming
nasties. The bubbles surround
their bodies and they start to
float to the top of the screen.
After a few moments they'll be
released but if you get to the
bubble and burst it first they fly
around the levels and turn into
fruits. If they manage to escape,
the bubbles turn red and you'll
have to go after them again. If
you're slower completing a
level, and catching all the
bubbles on it, Baron Blubba, a
fishy fellow, appears and he
chases you round the screen.

The screens get more
complex as you move
downward from one to another.
Sometimes you'll drop down a
random number of levels but
you can take some comfort
because the first moves of the
bubbles on each level are always
the same, so you can easily
build up strategies for avoiding
and bubbling them once you

Druid II

► MACHINE: C64
► SUPPLIER: FIREBIRD
► PRICE: £8.95
► REVIEWER: JOHN

banned him.

Already the Druid's
appearance has fallen under the
long dead strangle to breathe
air through their matted lungs
and destroy every living thing

The evil Acamator and his
legions of the undead have
returned to Balorn 103 years
after Hasmnax the Druid

within reaching distance.

Hasmnax must travel
through the four elemental
kingdoms of earth, air, fire and
water. Hasmnax had a lot since
his last encounter with
Acamator in the original
game, so his few spells have
become major and he can call
upon four element spirits —
Golem, Wisp, Phoenix and
Kraken.

You start on the earth plane,
so the Golem is already on your
list of ten possible spells
together with a free lunch, and
one key to open a field gate or
stone wall door. The Golem is
angry by passing the RUN/
TOP key and once invoked you
page through his actions with
either RUN/STOP presses.
Golem will guard you, attack
the undead, or wait by your side
as long as he's in a safe
environment. He is clumsy,
though, and may get in your
way when you try to go through
doors.

The other elements will
perform like the Golem if you
take them into hostile territory.
The Phoenix loses strength if
you invoke him in wet areas, the
Kraken is weak in desert lands,
and the Wisp is naturally fragile.

You are also equipped with
lightning bolt power which



Bubble

REVIEWS

C+VG

2



memorise the layout of each level — and that's not difficult.

You have one added advantage over the bullies — the game movement does not have the same spring or speed as the coin-op so, on the one hand the bullies move slightly slower and on the other your bubbling

mechanism is also slowed up.

As you advance through the levels the bullies — or should they be bubbles — change. At first they're clockwork powered mouths, then the white sheeted ghosts appear, the fish and springy creatures. All of them are affected by your bubbles

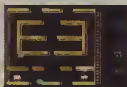
but all have different attack movements which will remove one of your three lives if you lose concentration for a moment.

You can get some of those lives back by bubbling the letters that spell extend as you move through the levels. You can also destroy the magical targets that occasionally appear. The bubble up sweat will, for instance, launch a storm of bubbles from your mouth, the shoe will speed you up and the 1 up symbol means extra lives.

It's unlikely you'll ever discover or master all the features in *Bubble Bobble*. If you're not finding ways to dodge Baron von Blubba or finding the best place on the screen to burst a group of bubbles, you'll be working out how to collect all the fruits and treasure on the screen before the time runs out. The game's as addictive as bubble gum and as long as string.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

N/A
B



strikes the undead back into the ground again but that quickly drains and you'll have to pick up other spells by standing on the tomb stones that mark them. Spells include water and fire walls, Deathlight which strikes all undead creatures on the screen for a limited period, invisibility, flesh-aid, and infra-vision which you can use in

dark places like a lamp. There are also spells which sustain the druid's life, like the Banquet and wine. The final spell is White Orb which destroys Acamentantor and takes you to the druid grade of Enlightenment.

Until you've achieved Enlightenment, you'll have to put up with grades such as Orc



Breath, Air Shaman, High Adept and Overlord — none of the original game's sense of humour has been lost.

As sequels go *Druid II* is a masterpiece, a game which develops and enhances the original's features. It provides a frame of reference for *Druid* hardened players but also ensures that newcomers don't

lose out for not having played the original. Yet another hit for Firebird which recently appears to have risen like the Phoenix in *Druid II* from its ashes.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

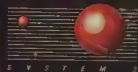
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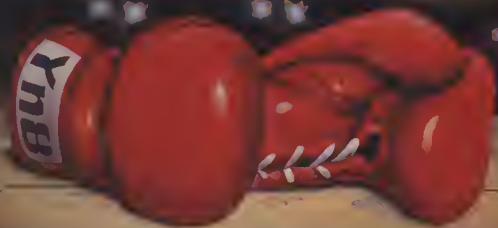
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KNIGHTS



Conflicts 1

This is the first of two compilation sets released by PSS both of games only a year or so old (all have been reviewed in C+VG in the last 12 months).

Look carefully before you buy, since the versions for different machines DON'T include the same games.

The Spectrum and CBM64 versions of *Conflicts 1* contain *Battle of Britain*, *Falklands 82*, and *Theatre Europe* but the Amstrad version substitutes *Tobruk for Falklands 82*.

Whether you think this price for three games is a bargain depends on whether you need

more than one of them. My own view is that PSS put together what they had available rather than choosing three games for the same sort of player.

Whereas *Falklands 82* is a child's game that barely qualifies as a wargame or as any kind of representation of the Falklands War, *Theatre Europe* is a taxing and very playable game of a hypothetical World War Three in Europe, in which the main problem is to avoid nuclear destruction.

Battle of Britain falls somewhere between the two, as too unrealistic a game for the true enthusiast but probably too

difficult for a beginner and not very appealing to someone who just likes arcade games.

The *Tobruk* of the Amstrad version is too limited as a strategy game of Western Desert warfare, but includes a good tank simulator. All four games involve a single player against the computer.

It's an interesting collection but it still needs a second thought at £12.95.

- MACHINES: SPECTRUM/AMSTRAD
- SUPPLIER: PSS
- PRICE: £12.95 (CASS), £17.95 (DISK)
- VERSION TESTED: CBM64
- REVIEWER: STEVEN

- GRAPHICS 8
- SOUND 5
- VALUE 8
- PLAYABILITY 6

Conflicts II

- MACHINES: SPECTRUM/CBM64
- SUPPLIER: PSS
- PRICE: £7.95 (CASS), SPECTRUM/MS (CASS), £14.95 (DISK) CBM64
- REVIEWER: STEVEN

Like *Conflicts 1*, the second compilation is also available in different versions. Along with *Battle for Midway* the Spectrum version has only two *Jims*, a game using the same mechanisms, and of the same quality, as *Falklands 82*.

The CBM64 version also includes a completely new game, *Okinaawa*. However, as the instruction book admits, this is only another version of *Two Jims* with a different terrain map.

Perhaps the best way to describe these two games is as slow-moving shoot-em-ups.

Battle of Midway, however, is one of the best wargames that PSS have so far produced, despite being over two years old. The player take the American carriers against the computer in the first decisive naval battle of World War Two fought without the two sides ever seeing each other.

Everything depends on the ability of the American search planes to find the Japanese carriers and launch an air-strike first.

The game includes a training option, a regular game in which the Japanese follow their historical course, and a "trap" scenario in which they suddenly

appear with more than twice the number of carriers they are supposed to have.

This is an almost perfect mid-level of difficulty game, it can be played in about 20 minutes

without getting bogged down in details, but is close enough to the real event to be exciting.

If you can't get *Battle of Midway* by itself the compilation is worth it for this

- GRAPHICS 5
- SOUND 5
- VALUE 9
- PLAYABILITY 9



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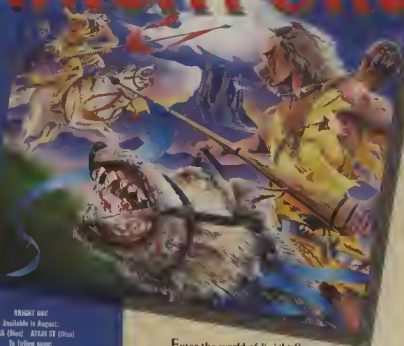
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Screen shots taken from the Amiga version.

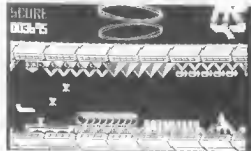




The Tube

- MACHINES C64/SPECTRUM/AMSTRAD
- SUPPLIER QUICKSILVA
- PRICE £8.95 (SPEC), £9.95/£14.95 (C64)
- VERSIONS TESTED SPECTRUM/AMSTRAD
- REVIEWER CHRIS

It would be SO good to say something nice about a Quicksilver game for a change



So I will. The music on both versions of this new multi-game game is great. David Whittaker has done a masterly job.

As for the game itself — well, I'm afraid that it wouldn't keep your interest very long even on a rainy Sunday afternoon. Let's take a look at the scenarios

Your objective is to survive a journey through the alien scrap collection system known as The Tube. In order to do this you must plunder the energy from those ships less fortunate than yourself which are stored in the Capture Area ready for the next alien dust cart to collect them. Energy is essential, although your shield will give your ship

reasonable protection, energy will be drained whenever shields are used or a collision occurs.

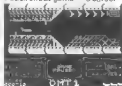
Shields consume energy at an increased rate, so should be used sparingly, until you enter the Capture Area where their activation is automatic

If, whilst you are in or when you try to enter the Capture Area, your energy levels become insufficient to operate your shields the mission will be instantly terminated.

The Tube comprises eight segments each consisting of three zones, the Transfer Zone, the DMT (Dilemma Mechanism Tunnel) and the Capture Area, designed to trap even the most skilful of pilots.

The first area is the Transfer Zone which is designed to capture space vessels, sustain and draw them into the main body of The Tube.

The Transfer Zone is basically a duck shoot game — a cursor



type sight has to be lined up on targets. The Commodore version has an interesting "moving window" effect not found on the Spectrum game.

This part rapidly gets boring after a couple of games as you always survive it and you begin to wish you could skip directly to the next part of the game, the DMT.

This is an easy Scramble-type game with some distinctly slow scrolling. At the start of each DMT level the shuttle streaks along out of control towards a couple of hazards allowing you

to take control just in time to avoid them — then the shuttle waits for the scrolling to catch up!

Next up is the capture area which features a top view Ship Fight type screen. You have to drive your shuttle about in search of other ships to gain energy.

The graphics on the 64 and Spectrum versions strangely don't look very different and some play is similar in both versions.

Overall *The Tube* is a mish-mash of ideas taken from other games — which is no bad thing if they come together well. In this case I have to say they don't!

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Spectrum C64	
4	4
8	8
4	5
4	4

Baseball II

- MACHINE C64
- SUPPLIER EPYX
- PRICE £3.95
- REVIEWER JOHN

It may lack the lustre of American big league sport but *Street Sports Baseball* players have all the form and determination of their high-profile counterparts. They play with the same type of ball, bat and bases, and they use the same terms — pitcher, territory, left field, run — but the game takes place on a local playing field rather than a big stadium.

The game's true of Epyx's version of the game which follows the rules closely, allows the players strategic flexibility and scores through the runs on a multiple screen, 3D, representation of the pitch. First, though, you decide whether you want to play against a friend or chance it with a computer opponent. Decision made,

you've got to choose your team from 16 neighbourhood kids who all want to be in on the play.

Each kid has his, or her, own characteristics, some make good runners while others field well or are hot on the pitching diamond. Butch, for instance, will take chances if he can see even the slightest likelihood that he can make it from one base to another, while Ralph is so fleet of foot and mentally agile that he can dodge just about anything.

A computer controlled team makes play look easy. Its players hit the ball accurately almost every time and its fielders are slick and almost always on the mark.

Batting's the most difficult. The pitcher can throw at any angle or speed and you've got to match it with bat positioning — not an easy task in this simulation because the only sure way to hit the ball is to

hunge with the bat at the right time. If you miss the ball three times, and it falls into the hands of the catcher crouching behind you, you're struck out without a chance to run.

When you do manage to hit the ball the computer displays your run, base to base, from a bird's eye view. It also marks the position of the ball on the plan so you can judge whether to try for the next base.

Pitching isn't a cinch either, but it's easier than hitting and you're likely to make more headway by knocking the

opposing team out than on your own inn.

Street Sports Baseball has a few strikes against it. The batting and pitching controls are too limited and the computer comes across as speed too many times (or not at all) if you can put up with the machine's team ego, and select a good squad from the rubble you're shown, you might just enjoy this game.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

6
5
7
7



small hero. He's not only got to help destroy the alien but he's got to take out the station's dangerous defences. There are gun implantations, enemy space ships and power points to knock out, plus electrified fences to avoid. You can also try the teleports which'll take you deeper into the complex.

When you find the Robot the next piece of the hybrid creature, link up with it and move on to find the last component — the brain. The Xylon and Robot must work in tandem to defeat yet more complex defences — this time streams of electric current and more powerful laser posts. No one character can complete the game because each has different characteristics and powers. When, for instance, you meet up with Brain you have the intelligence to solve the complex's puzzles, the armoured protection of The Robot, and the speed and agility of The Xylon. That's all you'll need to confront the alien.

The game's not over once you've found and blasted it. The members of the team are scattered throughout the complex. You've got to find them again and go after another alien.

Hybrid

Repeat the process another two times and you've completed the game. Sounds so simple but most of the complex screens are lethal. Combine that with a frustrating search and you've

got an inventive if graphically mediocre game

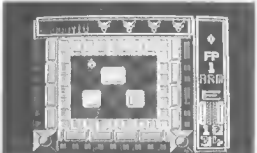
- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

6
7
8
7

- MACHINES: SPECTRUM/AMSTRAD/C64
- SUPPLIER: ANDIASOFT
- PRICE: £7.95
- VERSION TESTED: SPECTRUM/AMSTRAD
- REVIEWER: JOHN

Three creatures — Brain, Robot and Xylon — must find each other and unite to destroy an alien in a deep space complex.

You initially have control of the Xylon, a beast with light armour and slight fire power. Such a large task for such a



FLUNKY

- MACHINE: SPECTRUM/CBM 64/AMSTRAD
- PRICE: £4.95
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

What did your last servant die of, then? Was he shot or blown up by a bomb? Didn't I think so?

But as Flunky to the Royals — yes, those Royals — that could be your fate as you slave away around the corridors of Black House.

Most of the famous family are here — The Queen, Prince Charles, Princess Diana, Prince Andrew and Fergie. And you're at the beck and call of all of them. Woe betide you if you don't complete your task.

This is Don Priestley's follow up to the highly praised Trapdoor and both games have a lot in common, excellent cartoon graphics, large and extremely stylish, and problem solving.

The final problem I found was how to switch from keyboard to joystick control. I must admit that I did have a copy without the full instructions but didn't expect it to be so difficult. (You do it by getting Flunky to push a select level to the required choice and then ring it bell.)

Flunky if first ordered to light the fires. He sets off at a sedate pace clutching a box of matches and an autograph book. And in the second item lies the clue to what the game is all about.

You must collect the

Flunky

autographs of all the members of the Royal family. But they will only sign when you have completed the task they set you.

For instance, in the first apartment you find Prince Andrew and Fergie. Prince Andrew, who is in the bath, asks you to get him a bowl to play

with. Now if you've been keeping an eye out, you'll have noticed various pots in the rooms you pass through. The obvious one to get the Prince is a purple pot on a table. But it's not the one he wants. In fact it's the one high up on a shelf way out of Flunky's reach. I know



how he can get it but that's a problem for you to solve. And the game carries on in much the same way.

Fall in your task and you soon find a guardman in hot pursuit ready to shoot you. I find running away, disappearing through different doors but he always manages to find me.

If and when you get Andrew's pot, you then have to provide Fergie with freckles.

It's then off to Charles and Di's apartment, again hunting for those rare autographs and then on to H. M. — The Queen herself.

All the cartoon Royals are instantly recognisable. Their looks and features are precisely captured and exaggerated to the point of cruelty. Just take a look at curly Fergie, Andrew's giant choppers — teeth, that is, not helicopters — and Charles' ears. They could put an elephant to shame.

Don Priestley will get a lot of praise for Flunky, but no praise for Trapdoor.

Flunky is a thoroughly entertaining game in the tradition of Trapdoor. It's not overly difficult and if may lack enough action for the more energetic player.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8
7
6
6

Once again the time has come to face the challenge!

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Addictaball



► MACHINE: ATARI ST/
SPECTRUM/C64/AMSTRAD/MSX
► SUPPLIER: ALLIGATA
► PRICE: £24.95
► VERSION TESTED: ATARI ST
► REVIEWER: TM

If you thought *Arkanoid* was addictive then just get a load of Alligata's *Addictaball*. Addictive by name — addictive by nature. It must be the best Alligata game for an age!

Basically it's an *Arkanoid* which scrolls, with a lot of extra added ingredients. There's the standard apocryphal bat

completing with standard ball and the standard bricks to knock out.

Then you get added armaments/boosters to collect, plus bonus bricks which have different effects on your progress. You have to guard against falling bricks and fireballs which damage the barrier behind your bat.

Unlike *Arkanoid* you get the added protection of that wall which bounces your ball back into the action and gives you more time to work out a strategy to blast away the walls which move closer by the second.

The back wall can be repaired by hitting bricks marked "B" — but it's best not to allow any fireballs through if you want to keep going.

Each level is based on a theme, Transport, Space, Circus etc. — but it's hard to see the relevance of this when all you see is — say — a bus which moves back and forth across the screen to mark the start of the next level. But who cares when the game is so great.

Collect the rocket booster and blast at the start of the game and take care of them. You'll need the booster to kill off whirling alien creatures released when you hit certain bricks. You'll need the booster to dodge your way around the bikes and buses which block

your way at the end of each level. You can collect extra ammo and fuel by hitting special bricks along the way — but they aren't always there when you need them!

Other special bricks allow you to stop the scrolling for a short time, catch the ball on your bat, slow or speed up the ball. Bricks marked with a skull and crossbones blow bigger holes in barriers when hit, and there are mystery bricks which do mysterious things.

Watch out for secret hyperspace transporters which speed you through time and space to new levels or simply a different section of the level you are currently playing.

There's a two-player option and the game can be played using joystick — or mouse on the ST version we tested. I found the mouse the best bet on the ST — after all, the movements are a pretty straightforward.

Up to now the ST has been lacking games of this addictive quality — but *Addictaball* will alter all that! Hopefully the other versions will be just as nifty. We'll let you know as soon as we can — meanwhile ST owners should make this a big hit.

► GRAPHICS 8
► SOUND 8
► VALUE 10
► PLAYABILITY 10



Last Mission

► MACHINES: C64/SPECTRUM
► SUPPLIER: US GOLD
► PRICE: £3.99 C64 (TAPE), £14.99
SPECTRUM (DISK)
► VERSION TESTED: SPECTRUM
► REVIEWER: JOHN

It may be the last mission, and a classic arcade game, but this game still has some addictive power to it.

You've been driven from your home planet and the only way

to get back from your exile is to defeat the invading forces that hover and spin across the planet's surface. Your ship is equipped with a standard laser attack system but, as the game progresses, you can collect more defences and attack modules from the planet's surface.

First, though, you've got to get a grip on the controls of your ship. It moves forward at a constant, fairly slow speed. To change course move the joystick left to right and the nose of the ship turns clockwise or anti-clockwise — just like that other oldie *Asteroids*. It takes a bit of getting used to because you expect to speed up and slow down when you push or pull the joystick up and down, but the only way you can avoid oncoming enemy craft is to quickly turn the nose of your ship.

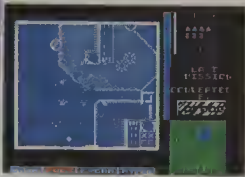
That's not so easy when

you're caught between three of four fighters.

When you hit some of the enemy craft they explode and fall off pieces of debris which drift in a straight line. If any of those pieces hit you you'll lose one of your lives. In the latter stages of the game these debris bombs gang up and often protect mother ships which you need to shoot repeatedly to destroy.

There are compensations for all this death and despondency — no, really. The planet's surface is studded with strange flower-shaped pods. When you shoot them the casing falls apart and a small square, embossed with a letter of the alphabet, beams out at you. Fly through the square and you add to your weapons or defences.

When you take on a new weapon you lose the benefit of the previous one. For instance, you may have picked up a fast





firing, continuous stream laser then hit another square and changes to a blast gun which sends energy balls out of the four corners of your ship. They may change to a wall of energy blasts which comes out of your ship's nose and get bigger as you pass through ether squires, or a force field bubble which allows you to fly through ether squires without damage. There's just so much in the game that's not documented in the instructions!

Okay, I've told that it's sold, but it's also one hell of a fun game. It's addictive, compulsive and has lasting appeal stuff. If you liked Ulidum then this is the next game for you!

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY



- ▶ MACHINES SPECTRUM
- ▶ SUPPLIER FUREBIRD
- ▶ PRICE £8.95
- ▶ REVIEWER JOHN

You're a lone space man, drifting through the endless star fields of four alien worlds with only a laser gun to protect you against their inhabitants. In the beginning you choose to work alone or with a second player. Then you select the world you want to enter. First up, the Forest World of Orizen. The monsters here are green and fly at you in whiffs and walls. There's the chain linked snake with two heads that need to be shot off before it's destroyed, blackcurrent shaped clusters that spinwheel around the screen and let off tiny but lethal bombs, and lines of medallion monsters which can only be destroyed with multiple hits. There's also a series of walls that whizz towards you and are almost impossible to



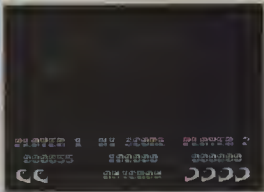
blackberry that creeps up behind you. Finally, the Frozen World of Iota with its metallic walls and ranks of laser blasting squires. The aliens in each world deposit bonus signs which you can pick

Sidewise

blast or dodge. The desert world of Daba is no kinder. The same snakes and medallions get up to more weird contortions, while ether creatures in this yellow world, such as the gyzing snakes which throw off more bombs make up for the lack of the Forest world's wall. The Cuboid World of Mu includes medallions that give birth to baby medallions, diamond shaped spaceships that are a devil to destroy, a chain snake which you must avoid and an exploding

up. You'll gain more points and give yourself a breathing space for a while. Sidewise has all the features of a classic shoot 'em up arcade game, yet I'm dissatisfied. The reason is that each world contains the same monsters, the configurations are basically the same on each level and some of the aliens are just too fast to hit

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 8



ATARI

COMMODORE

SPECTRUM

SPECTRUM

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Defender of the Crown

- MACHINE: C64
- SUPPLIER: CINEMAWARE/MIRRORSOFT
- PRICE: £34.95 (disc)
- REVIEWER: MARSHAL

Defender of the Crown looks great on the Amiga, nobody will argue with that. But there was a lot of scepticism surrounding Cinemaware putting out a 64 version of the game.

So how did they do? The answer is: GREAT! Not only are the graphics and music faithful to the original version, but game-play has been significantly improved. But first a bit about the game itself.

It's 1491. The King of England has been assassinated and all the real-estate is now up for grabs. It falls on you to become one of four Saxon Knights, with the computer taking on the roles of all the other characters.

Each knight has attributes that dictate his life, as well as a castle and small army to start.

Through boldness and strategy, you must increase your holdings, defeat the other Knights, and take on the Norman conquerors as well.

This takes a lot of cash, but there are a number of ways to build a fortune. The easiest is to raid a castle, wipe everybody out and run back home. Of course, others might take a dim view on this, so be sure to take plenty of troops and knights and leave a good force to defend your home castle when you go "stepping out".

You can also participate in jousts, which add to your

prestige as well. Use the money to build more castles, consolidate your territory, and take over.

A "map" feature helps you check out what all the other boys are doing, and rescuing a fair damsel will make you a better, stronger leader—everybody likes a family man.

Your ally, Robin Hood, will also come to your aid three times, but success or failure will still be on your shoulders.

Defender runs quick and clean on the C64, with an excellent sound track—thanks to sound compression techniques.

Packed with data on both sides, the program has been improved in a number of important ways. First off, it is possible to move through neutral territories—providing that the landowner has no reason to hate you.

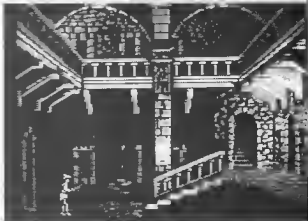
Sword-play is now indicated with a strength bar at the bottom of the screen, making it a lot easier to decide whether to fight or flee.

The interior castle sword-fighting scene is intact, complete with the shadows of the combatants flickering from the torches.

Battling your opponents' armies is now done with sword-play, rather than just watching a screen indicate whether you've won or lost.

Other elements remain the same, such as assaulting a castle with a catapult, and manoeuvring your armies

Crown



around the landscape. My favourite, going head to head at the tournament, hasn't been treshed either. In fact, the animation here actually seems quite a bit smoother than that of its predecessor.

Plus, your opponent isn't a perfect shot anymore, so two or three passes are now the norm.

Of course, the C64 can't

duplicate the digitised sounds, or highly visual graphics of the Amiga, but you get a whole lot of game with this version of *Defender of the Crown*.

- GRAPHICS: 8
- SOUND: 8
- VALUE: 9
- PLAYABILITY: 9



C+VG

REVIEWS

Player One
Player Two
Score
0000000

Computer
Player One
Level 2

PRESS FIRE TO TAKE OFF

Ace III

- MACHINE: IBM 64
- SUPPLIER: CASCADE
- PRICE: £9.95 (IBM 64) £8.95 (SPEC)
- REVIEWER: PAUL

When Cascade first played its Ace a good few months ago it met with great critical approval and was generally hailed as one of the best flight simulations around. Now the Harrogate-based software company dealt its second ace. And once again they've turned up trumps.

But be warned, coping with Cascade's colour-codes security device could seriously damage your sanity and colour perception. These things are sent to try us, I suppose. Stick with it and you'll win through.

Now a second warning. *Air Combat Emulator Two* does not reveal all its secrets in a few minutes of sky-high action. You've got to log in a few hours

of flying time to really enjoy it.

So what do you get? Ace 2 is head to head combat. Either you versus the computer or against a pal. The screen is split in half showing the views from the cockpit of both fighters, which are a different design. One jet is based on a carrier, the other at an inland airbase. In the one player mode you fly the carrier-based jet.

There are two game scenarios. The first is a close range dogfight. Both jets, armed with aerial cannons and heat-seeking missiles, are placed at random on the map within a fairly short range of each other. It's then seek and destroy. Even with the computer on the lowest skill level — it ranges for one to 20 — I kept getting a nasty shock from behind. Those heat-seeking missiles are lethal!

The second game play involves a full scale aerial and ground attack and centres on a spyship positioned just off coast which is monitoring an offshore radar station. This unfriendly action is not well received and ends in some real jet set action.

The layout of the cockpit instruments in each jet is different but you basically get the same controls. These include radar, compass, altitude and fuel and velocity dials, a messages screen and weapon selection.

You also have control over engine power and must return to base if your fuel and weapons are running low.

Now for the weapons. These are:

Cannon — for use at a range of less than one mile.

Heat-seeking missiles — can be used at distances of up to eight miles.

Radar-guided missiles — these are for real long shots from up to 25 miles.

Air-groundship missiles — can be used at altitudes of under 2,000 feet and at speeds of less than 500 knots.

Hitting the V key will bring up a map of the battlezone. Useful if your enemy seems to be staying away.

I quite like flight simulations — providing they are fairly easy to get into. Nothing annoys me more than having to read a flight manual which seems just as long as the real thing and then having to spend what seems like hours getting the right engine thrust, flap setting and rudder control correct before being able to take off. And even then I always end up raising the undercarriage before I've taken off!

Well with Ace 2 there's none of this to worry about. The fiddly controls are kept to a bare minimum and when you hit the fire button the action starts.

Ace graphics and ace sound — from music man Rob Hubbard — ensure Ace 2 is a worthy successor to Ace.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



Player One
Player Two
Score
0000000

Computer
Player One
Level 2

Score
0000000

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 25 *naked*... *thought*... *the*...
 34 *use of*... *and*... *Sul's*... *with*...

he didn't know how to average, so
• he was a little bit of a radical. He
wasn't the only one who was a radical. The story is soon

六、虎之白虎

MASK

- MACHINES C64/SPECTRUM/
AMSTRAD
► SUPPLIER: GREMLIN GRAPHICS
► PRICE: £7.95 (SPECTRUM) £8.95
(AMS) £9.95 (64) £14.95 (DOS)
► VERSION TESTED: AMSTRAD
► REVIEWER: JOHN

Gremlin must be one worried software company, it's only had the licence for the Mask range of toys, and cartoon series, for a few months and the agents of that high-tech law enforcement organisation have started to disappear.

Matt Trakker, inventor, strategist and leader of the organisation, suspects that the villainous Venom organisation

is behind the kidnappings which are further attempts to de-stabilise world peace and may signal the start of a massive global crime spree. Your mission is to track down the missing agents and destroy as many of Venom's cohorts as possible.

There's not much you have to go on. The agents have disappeared into a vortex which has taken them into one of four fantasy worlds. Don your mask, the trademark of your organisation, and remote control of all the weapons, communications and equipment at your disposal, and take to the skies in your Thunderhawk pursuit craft.

Once you've found and entered the Venom vortex you're dumped on one of four fantasy worlds — Boulder Hill, Pre-historic, Far Future and Venom Base. You'll find two of the six agents in all but the first of those, and at Boulder Hill you have to find your own mask before you can start your rescue mission.

The landscapes are finely detailed and the terrain is natural enough until you come across the five symbols which mark the locations of useful objects. These are bombs and repair kits for your Thunderhawk, as well as security keys, scanners and masks which'll help you to locate your missing buddies. Just scoot through them to pick them up and they're entered on your ship's control at the bottom of the screen ready for use.

To find an agent you've got to go through a search and pick-up sequence which is unnecessarily complicated but which lengthens the game. First you've got to pick up a scanner and find the four keys, amongst many, which will activate it. Once found, pick up the agent and go in search of his mask and collect it before going off in search of the next agent.

Each of the four locations contains a scattering of deadly fauna, aliens, monsters and high-technology weapons — all aimed at you. Boulder Hill is sweet with its helicopter bombers, jeeps, tanks, boulders and freight trains, compared with Pre-history which hurls Pterodactyls, Snapping Turtles, dinosaurs, volcanoes and lava at your Thunderhawk. The Far Future, with Black Holes, Gun Emplacements, radioactive waste, and UFO motherhips is no better, while the final scene, Venom Base, throws everything at you in a last stand effort to protect its villainous dynasty.

It's unlikely that you'll get through Mask easily, even if you're an ace pilot, but Gremlin has made sure that there are plenty of ways to knock up high scores, apart from finishing the game with all agents safe and well rescued.

Gremlin could have moulded the game around any old shoot-'em-up style — an occasion recently levelled at Domark and Living Daylights — but it didn't



Instead it's paid attention to all the attractions of the licence and used them to transfer non-stop cartoon action onto the computer screen.

I despair of seeing a good cartoon-style licensed competition when US Gold released its over-hyped He-Man games.

Thankfully, with the release of Mask, I wasn't disappointed. A great cartoon and a very good game.

- GRAPHICS 7
► SOUND 7
► VALUE 6
► PLAYABILITY 6



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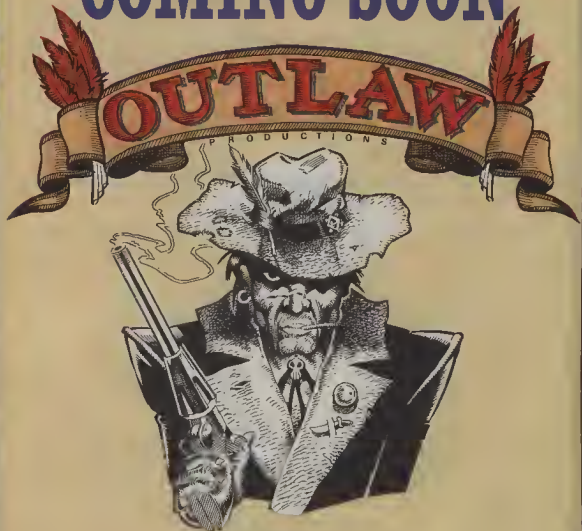
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ATARI ROUND-UP

C+VG

REVIEWS



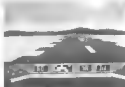
A school report for the Atari XL/XE series would probably read 'late starters'. Somehow they failed to attract the public when they were first flocking to buy C64s and Spectrums. But the story has a happy ending. Discount prices led to a solid user base which Atari, much to their credit, continued to support. So did the software manufacturers, some of whom were in from the start, others arriving rather later when they saw an untapped market. The result is that the machines' capabilities are now being exploited by some excellent full price games, balanced by a brilliant budget selection. So forget the ST for a minute — here's a baker's dozen to prove that the Atari 8-bit bites back!

- ▶ **HEAD OVER HEELS**
- ▶ **OCEAN**
- ▶ **£8.95**

At last Atari 8-bit-ers have the chance to try the arcade adventure which is guaranteed to bowl you over, not to mention tying you in knots. Jon Bateman and Bernie Drummond's follow up to Batman has been brilliantly converted by Colin Poich, with music and sound FX from those nice people at Red Rat. It's every bit as playable, difficult and downright cute as the previous versions.

The plot of *Head Over Heels* is

You then have a choice of sending them back to Freedom, which is the safe but unheroic option, or to take on the mighty Blacktooth Empire — a truly epic task. My guess is that you'll



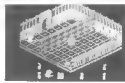
● **ELEKTRA GLIDE**



● **HEAD OVER HEELS**

a case of double your pleasure, double your puzzles, as you take control of not one but two heroes. Head and Heels are alien creatures bonded as a symbiotic pair — which means that if you can reunite them you can stand Head on Heels' shoulders to form a single, more powerful being.

Reuniting them isn't that easy though, because they're trapped in separate cells deep in Castle Blacktooth. Luckily each cell has a teleport, and if you get them into the maze of rooms there's a chance that they'll be able to collect the right objects and find ways past the deadly perils to meet up



● **HEAD OVER HEELS**

go for the latter, because *Head Over Heels* is packed with the sort of problems that just insist on being solved.

Everything about this conversion is excellent, ranging from the zingy spot effects and catchy tunes to the spot-on positioning of various traps and

the wildly imaginative graphics. It's been rated a classic in every other version, and all I can add is that XL and XE owners really must have this in their collection.

▶ **Overall Rating**

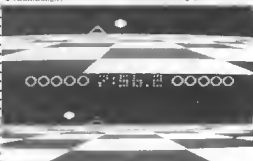
- ▶ **ATARI SMASH HITS**
- ▶ **ENGLISH SOFTWARE**
- ▶ **£9.95**

A full-price package, but you get four titles for your money and as most of these were once full-price, it's good value.

Elektra Glide is a tricky cross-country racing game with superb graphics and sound effects plus a selection of survival hazards. *Blue Mex* is *Zaxxon*, *World War* one style, as you fly a biplane across diagonally-scrolling occupied territory, bombing and shooting



▶ **TOURNAMENT**



▶ **BALLBLAZER**

- ▶ **ATARI SMASH HITS**
- ▶ **ENGLISH SOFTWARE**
- ▶ **£9.95**

Alley Cat originally appeared on Amiga and features a feline hero who has to rescue his girlfriend by tackling a number of strange rooms. *Colossus Chess 3.0* is just what it says — and it's probably the strongest version of the board game available. All in all a great

● **CONFLICT IN VIETNAM**

collection. *Ballblazer* is a horizontally split screen for the two points of view, and the checkered board playing area positively flies under you as you both zoom around. There's even a pounding music score!

collection

▶ **Overall Rating**

- ▶ **BALLBLAZER**
- ▶ **ACTIVISION**
- ▶ **£9.99 (CASSETTE), £14.95 (DISK)**

Though it's been out a while this 'sport of the future' remains at the leading edge of Atari 8-bit software. It's a phenomenally fast game on any machine, but this is probably the most breathtaking version of all.

You compete against either the computer or another player in a wild ball game. Two droids try to take control of a floating sphere, which must be blasted between goalposts at either end of a huge pitch.

Ballblazer uses a horizontally split screen for the two points of view, and the checkered board playing area positively flies under you as you both zoom around. There's even a pounding music score!

▶ **Overall Rating**

- ▶ **WHO DARES WINS II**
- ▶ **TYNESOFT**
- ▶ **£9.95 (CASSETTE), £14.95 (DISK)**

Rambo's sprained his ankle so it's up to you to rescue your fellow soldiers, held captive deep in the jungle. This is another Commando clone, but unlike the budget *Gun Law* it's much closer to the arcade original.

It's a tough and noisy game, slightly let down by the subdued graphics — perhaps all that desert dust got to the programmers! But if you loved the arcade machine, go to it soldier!

▶ **Overall Rating**

Continued from page 33

- **CONFLICT IN VIETNAM**
- **MICROPROSE**
- **£14.95 (CASS), £19.95 (DISK)**

Atari 8-bit software isn't all alien zapping arcade action and armchair generals can tackle some of the toughest problems of modern warfare as they re-fight the Vietnam war.

Microprose recognises the controversial nature of the war, and while the company hardly takes a pacifist stance, even those with hardened anti-war views could learn something of the problems of the war in South East Asia, from 1954 to 1972, in five scenarios.

The game successfully computerises the style of traditional board wargames, using a cursor to give orders to units. The scenarios are carefully graded, with an initial tutorial for complete novices, and there are options to cover most personal preferences. Serious wargamers should find much to challenge them here.

- **Overall Rating: 7**

- **TOURNAMENT**
- **US GOLD**
- **£9.95 (CASS), £14.95 (DISK)**

There have been golf games for almost as long as there have been computers, but there has never been a golf game like *Leader Board*. Never before has the sport once described as, "a great way to ruin a walk", been so accurately simulated.

Everything about *Leader Board* impresses, from the perspective view of the course, taken from just behind the golfer, to the variety of holes found across the four courses in the original game, and the additional four for Tournament players. You can even choose the level of difficulty that you'll play at, so novices can get straight into it.

Up to four people can take part and about the only feature of the real thing that isn't included is the torrential thunderstorm that sends you scurrying back to the clubhouse. Even if you don't normally like sports simulations, you should take a look at this.

- **Overall Rating: 9**

- **WAR HAWK**
- **FREARDO SILVER**
- **£1.95**

Where better to start than with a shoot 'em up? Atari owners may not be able to experience the joys of *Uridium*, but they can come close with this vertical scrolling blaster.

The plot is as simple as you could wish — zoom across the asteroid surfaces, wrecking any structures that get in your way and taking pot-shots at the swooping alien craft, which don't take too kindly to your wanton vandalism.

The asteroid graphics are great but the aliens look rather washed out. Still, they swoop around fast enough to keep you on your toes.

- **Overall Rating: 7**
- **UNIVERSAL HERO**
- **MASTERTRONIC**
- **£1.95**

Arcade adventures must be the second most popular type of game, after shoot 'em ups, and this budget title offers most of the features you could wish for, including odd objects to collect and strength sapping aliens to avoid.

Set in a giant maze, around which your hero walks and flies, it's a bright and colourful game calling for much mapping and some lateral thinking as you puzzle out how to use the things that you've collected in your nine pockets.

It's major fault is its instructions — they're totally insufficient, so you have to pick up the finer points by experimentation.

- **Overall Rating: 7**
- **UP, UP AND AWAY**
- **BUG BYTE**
- **£2.95**

The Atari has attracted some odd arcade scenarios in its time. The penic of ballooning presented here includes things that Richard Branson never dreamed of, including rock hurling punks and pigeons with loose bowels.

You have to float along, avoiding the hazards and picking up fuel or you'll soon be forced to jetson sandbags to stay aloft. Things get more difficult as the lightning begins to flash and you have to hold back to dodge the thunder bolts.

An interestingly different game that can prove strangely addictive!

- **Overall Rating: 9**
- **GUN LAW**
- **MASTERTRONIC**
- **£1.95**

Commando gets cloned, which means that you have to march up the scrolling screen, dodging bullets and blasting the enemy as the man becomes increasingly difficult.

With five levels of aliens to tackle, there's a lot to do in this budget answer to *Who dares*

Wins II (reviewed below), and life's made more difficult by the absence of the grenades that give you the extra fire power in the full-price game.

The graphics are a little basic, but if you're not a wild fan of the original, but fancy some lively, bloody action, this is well worth a look.

- **Overall Rating: 6**
- **SUBTLE TROUBLE**
- **PLAYERS**
- **£1.95**

Another odd scenario as you play a little bubble who aims to become big foam in the bathtub! You do this by absorbing other bubbles while eating the soap bins in bonus points, but avoid everything else, because nailbrushes and the like sap your strength or even burst you.

Played on a single screen it's a simple game which is quite tough to master. The graphics are a little disappointing, but there's a bubbly soundtrack and louches like the basin draining at the end of the game are great.

- **Overall Rating: 7**
- **SPELLBOUND**
- **MASTRONICS**
- **£2.95**

David Jones's brilliant arcade adventure a system of *Windomator*, comes to the Atari. It uses windows and menus to give commands, so you're never stuck while you look for the right word only to find you can't do what you wanted.

You control Magic Knight, who has to rescue the victims of Gribbal the Wizard's magical ineptitude from the Castle of Keen.

The only disappointment with this conversion is the colour scheme, which seems more suited to a modern battlefield than the mystical past, even if it was known as the Dark Ages!

- **Overall Rating: 9**
- **GAUNTLET/THE DEEPER DUNGEONS**
- **US GOLD**
- **£9.95 (CASS), £14.95 (DISK)**

There's something about Gauntlet that makes it incredibly addictive — the ideal combination of running round a maze and mass destruction. Every level holds its own surprises and exits lead to ever more terrible tasks. And if the original isn't enough for you, there are always the 512 *Deeper Dungeons*.

As nobody who's ever played the arcade original will know, to get the most from the game you need a partner, so beg, steal or borrow a second joystick so that you can take on the assorted nasties with some assistance.

The game's extremely playable but it is a pity that the graphics rather let it down by being far too small.

- **Overall Rating: 7**

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LAUREL & HARDY

► MACHINES C64
► SUPPLIER ADVANCE
► PRICE £8.95
► REVIEWER IAN

Billed as a game in glorious Cinevision — black and white for those readers under 50 — *Laurel and Hardy* from Advance would at first sight appear to be something new and original. The fact that it is plagiarised by Andy Wilson — the man behind the classic *Dan Dare* on the C64 — does nothing to dampen initial enthusiasm. Wilson rarely lets this

excellent turn out to be unjustified.

The aim of the game is to hit your opponent — either Stan or Olie, controlled by either player or the computer — full in the face with a predetermined number of lumps.

To do this, you have to visit various locations and collect objects to help you in your quest. You can also enlist the help of a stray dog whilst avoiding the Keystone Cops.

However, since the long aim of the law is used to show itself during several hours of play, I can only assume they were avoiding me!

During play, the screen is divided horizontally into three windows. Olie and his immediate surroundings at the top and Stan likewise at the bottom.

In the middle of the screen is a green all-up containing a piano, a noise of him later and icons to show the status of both characters.

To carry out any action you need first stop moving. You then press left and move your joystick up or down to choose a option.

These come in the form of

allent screen captions which appear in your playing area and give you a description of what sometimes a little cryptic — of what you can do.

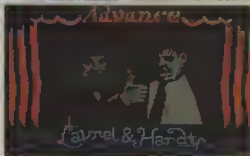
These are a nice idea, but they're hell to use. It's very easy to select the wrong option because of the awkward way you have to choose.

The skill in the game ought to be your ability to collect a pile of traps for your opponent, catch him off guard and slap him right in the mush while avoiding a similar fate yourself.

If you could actually do this, not only would the game be fun, but it would also capture the slapstick style that Advance has tried so hard to create. Instead, you spend ages trying to achieve what should be routine tasks in the game.

In the game's level I have to say the animation is brilliant, especially in the way it is used to bring Stan and Olie to life, but this alone cannot save the game. It's just a pity that Advance couldn't put it together.

► GRAPHICS 8
► SOUND 6
► VALUE 10
► PLAYABILITY 5



CALIFORNIA GAMES

► MACHINES C64/128/
► SUPPLIER AMSTRAD CPC
► SUPPLIER EPYX
► PRICE £8.95 (SPEC/AMSTRAD)
► PRICE £14.95 (DISC)
► VERSION TESTED C64/128
► REVIEWER JOHN

me off to join those crazy folk in California and it's all the fault of those Epyx people. They've got me hooked on surf, skateboards, and BMX bikes and I've not even been near the place yet!

There are some radical pastimes here, half pipe skateboarding, foot bag kicking, surfing, roller skating and BMX bike racing. How refreshing, not a ball or goal in sight. You can compete in one or all these events or take the easy way out and go for practice.

You can make a choice of the competition events — one, some, or all. There are six some of them stored on the second side of the disc, so you're spoilt for choice.

As I edwalk above the beach forms the roller skate obstacle course. To glide forward I wiggle the joystick left and right to make you feet move. As you pick up speed you're faced with cracks in the pavement, bouncing beach balls, banana skins, slippery patches, ramps, cliffs and, to cap it all, a seagull that performs a squawkingly peat.

Skate boarding takes place in

a hell pipe. Push the joystick back and forward to gain momentum. When you've gained enough speed to fly up over the lip of the pipe move the joystick diagonally to perform an aerial turn which spins you in the air and puts you back on the board facing the opposite direction.

You might also like to try a hand plant when you plant your hands on the pipe and flip the board over your head.

You might also like to try a hand plant when you plant your hands on the pipe and flip the board over your head. Naturally I didn't do too well at that, I've never been a contortionist. I did do better at the kick turn though. Just kick back at the pipe and flip your board around so, yet again, you're facing in the other direction.

On to foot bag, a wimpy game in which you keep a juggling bag in the air with your toes, soles, knees and head. I'm reliably informed that the real thing is painful, but you'll be pleased to hear that it's only your fingers that are likely to drop off as you move your player around the screen.

If foot bag bouncing isn't your scene, go down to the beach and try surfing. It seems easy at first. All you've got to do is stay on top of the wave when a break and ride it in. Don't flip over the top, disappear behind

it or off the screen. Any error and you'll wipe out. Scoring is done by a beach party, holding up cards and giving name pins.

Two to go, BMX biking and flying disc — that's a discus to you and me. The bicycle motocross takes place on a course choked with jumps, bumps, dips, twists and slippery bits. The usual joystick directions apply but, if you go too fast and try to twist the front wheel of your bike around something like a tyre, you'll fall over.

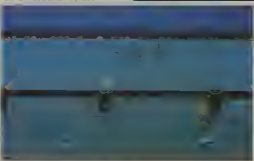
By comparison flying disc is a doddle.

At the end of the competition the awards ceremonies are held, new world records announced and ringlines

presented.

California Games deserves all the accolades and trophies it's likely to get this year. The action is realistic and the graphics detailed.

► GRAPHICS 9
► SOUND 6
► VALUE 10
► PLAYABILITY 10



- MACHINES: SPECTRUM/AMSTRAD/C64
- SUPPLIER: GREALIN
- PRICE: £7.99 (SPEC) £9.99 (AMS) £9.99 (64) £14.99 (DISCS)
- VERSIONS TESTED: SPECTRUM/AMSTRAD/C64
- REVIEWER: JOHN

As street vigilante Paul Kersey you've gotta have guns to relieve the street gangs and muggers of theirs. You take the role that Charles Bronson made famous, along with a pledge to rid the city of scum.

The city is displayed in 3D. You can point your men at any compass point then run him along the screen street in either direction firing past the punks who carry knives, machetes, guns, lead piping and choppers. You've got a choice of four weapons, including an automatic pistol, machine gun, rifle, sawn-off shotgun and bazooka, each of which has a



window targets are almost double that of street shots, so it often pays to enter as many buildings as you can.

mainly be concerned with shooting the punks. On occasions the little old ladies also get in on the vigilante act.

constant slabbing, hammering or shooting by gang members. The injury status display creeps slowly from green to yellow and

DEATH WISH III

limited amount of ammo, if one of the guns runs out of bullets or missiles it's discarded and you must enter buildings and find new weapons.

The buildings comprise of several rooms and offer opportunities to make bonus points. You can look out of a window onto the street, line your gun sight and blow away more villains. The points for

Always remember that the bad guys are the ones carrying weapons and not wearing blue uniforms. If you blow away a little old lady or pulp a policeman, points are taken away from your total and you could end up with a minus score. Once you've hit a policeman, you've clearly broken the law and they'll start to fire at you, although they'll

They use their handbags, no doubt filled with bricks, to bash muggers over the head. Go to it granits.

The straits also contain characters which confuse your line of fire. The prostitutes, for instance, raise their skirts in the hope that you'll pay more attention to them than to their bosses. You may think the men in white coats who walk on when you've blown away three of more punks are there to confuse you, but the opposite is true. They're there to pull the bodies off the screen, and a good job they do of it too.

You may think you're invincible with all that armour and a bullet proof vest to boot, but you can be killed by

then to red.

Despite its violent nature of *Death Wish III*, the game is technically excellent with brilliant graphics and a three channel sound track from the film's title music. Some of the screens show graphic gore and bloodiness, particularly on the Commodore version, but no doubt others will pass judgement on this Grsmin title — probably without seeing it first. So, all I will say is that it's an excellent game which is shockingly realistic!

- GRAPHICS 8 10
- SOUND 7 8
- VALUE 8 8
- PLAYABILITY 8 8

Spectrum C64



JEFFREY ARCHER

NOT A PENNY MORE,
NOT A PENNY LESS
THE COMPUTER GAME



Atari ST
CBM 64
Amstrad CP
Spectrum 48
Spectrum 128
BBC B & Master

"We have had our money stolen by a very clever man. Gentlemen I therefore suggest we steal it back. Each of you must return with a plan of how we are to extract \$1,000,000 from him without his ever becoming aware of it.
NOT A PENNY MORE, NOT A PENNY LESS"

Published by



DOMARK



- MACHINES SPECTRUM/AMSTRAD/MSA
- SUPPLIER MARTECH
- PRICE: £12.95 (TAND) £14.95 (C&A DISK) £19.95 (AMSTRAD DISK)
- VERSION TESTED SPECTRUM
- REVIEWER T.M.

Armageddon out of here! The world is a dangerous place and I've been pnt in total charge of it! Talk about mind-boggling—it's even worse than running the C+VG office!

Martech's nanie is a strategy game which you'll either love or hate. There's no real action—but it will tax your patience and test your diplomatic skills to the max.

Like Catch 23 it's a big game—but this time not big in terms if it's a complex simulation. And although it's supposed to be set far in the future some of the scenarios you come across are horribly close to the present.

Playing the game is like Risk or Diplomacy in reverse—instead of looking after the

situations, some serious, some not so serious.

Each country will be in regular contact with you for advice, guidance or approval of their actions. You must learn when to give way, when to be firm and when to compromise. A country which becomes unstable is much more likely to be unreasonable or aggressive towards both you and any other countries it has poor relations with.

AIM TWO Promote good working relationships between each individual country and each of its 15 fellow UNN members.

AIM THREE Achieve economic stability.

Each country has two principle needs, **FOOD** and **RESOURCES**. If a country has a deficiency in either of these areas it will be less stable. It will also be seeking to gain any shortfall from other countries either by coercion or trade. You must keep an eye on each country's resources and as far as possible try to allocate them fairly or in whatever way you

● INFORMATION

If you select this icon a window will open presenting you with three further sub icons. By choosing one of these you will be presented with the latest intelligence reports on each country's status in three vital areas, food, resources, missiles.

● COMMUNICATION

This icon is divided into IN and OUT. Choose the IN icon you can look at letters that countries send to you. Choose the OUT icon a menu of standard letters that you can send to countries will appear.

SATELLITES Choice of this icon will display the satellites which are available. By moving the cursor over a satellite and pressing FIRE you pick the satellite up. Move the cursor over the World Map to position the satellite in geo-stationary orbit and press FIRE to release it.

RADIO The world's airwaves are alive with radio transmissions which originate from each of the 16 UNN member countries. The information carried by these

strength of each country involved and further to that, on who attacked who.

They do little damage in themselves but if they are not over quickly, they tend to escalate into nuclear war.

If one country launches a missile or missiles at another country, you will see the missiles taking low-dish their targets on your world map. At this stage, it will be too late for you to move your SDI satellites to shoot them down. If you did not spot the conflict coming and did not cover it with your satellites, then all missiles launched will strike their targets.

Armageddon Man

interests of one country you have to babysit the whole world! Which makes it a bit of an acquired taste.

The year is 2032, there are 16 nuclear superpowers and the world is poised on a knife edge. To prevent disaster they have formed the United Nuclear Nations and appointed a Supreme Commander to oversee the economic, technological development and weaponry of these nations.

The Supreme Commander, that's you, sits high above the world in a space station codenamed Olympus, collecting information and reports via a network of defence and intelligence satellites. You are the Armageddon Man, in control of the destiny of the Earth.

Your task is to prevent Armageddon. How you achieve this is up to you! There are three main aims:

AIM ONE Achieve a good working relationship with each individual country.

There are 16 member countries of the UNN. Each country has its own political system, its own problems, its own aims and most importantly its own personality. The only thing they all have in common is a desire not to be destroyed. You must learn how to deal with each country in different



feel is appropriate given the prevailing conditions. The extent to which you are able to control the movement of resources will depend largely on your relationship with each country involved and also on their relationship with each other.

AIM FOUR Achieve military stability.

Some countries may be naturally more aggressive, others more peaceful. However, of paramount importance to a country is its own security

transmissions may provide you with invaluable information.

Wars come in two types, conventional or nuclear. Conventional wars are a primitive In such a conflict both sides realise that due to the enormous advances in weapon technology it is virtually impossible for either side to win. However, they can ease the tension between two countries, but whether this happens depends entirely on the relative

Aside effect of any nuclear conflict is an increase in the level of radioactivity in the Earth's atmosphere.

It is not necessary, therefore, for every country in the world to be destroyed for Armageddon to occur. A large scale nuclear war between two countries only may still release enough lethal radioactivity into the atmosphere to kill the entire population of the world.

As you can see you've got a lot on your plate if you decide to become the Armageddon Man. I went for a total nuclear disarmament policy—but before I could get rid of all the missiles Japan and Libya decided—out of the blue—to have a little conflict! No warning at all!

The I attempted to start a big conflict by doing stupid things and suddenly got fired!

Armageddon Man is a thought provoking and well put together game—but you'll have to be a strategy or war-game fan to enjoy it to the full.

- GRAPHICS 7
- SOUND N/A
- VALUE 7
- PLAYABILITY 5

good idea from Virgin's *Dan Dare* and incorporated it here — the C64 version anyway. Waste not want not!

If you remember the laser/reflect or game in *Dan Dare* you'll get my drift. Still, in this game you find yourself inside a tank attempting to blast your way out of the many different complexes which make up the farm and head for freedom.

To escape you have to use the farm's solar reflectors to open doorways — deflecting the beam by placing reflectors in the right place/combination.

THX2240 breaks into the armoury and steals a one person mobile Crowd Control Vehicle, she makes her bid for freedom.

In the agricultural block, giant solar conductors are used to provide artificial sunlight for the crops during spells of bad weather. The solar beams are 'bounced' to their destination points by directable glass reflector stations. Obviously, if a beam were to be fired in the wrong direction, the results could be lethal.

The agricultural block is split into separately enclosed compounds, each of them joined by sealed exit tunnels.

Using the CCV, THX2240 will be able to turn the reflector stations so that they guide the solar beam into the exit tunnels, shattering their seal. In this way, there is just a slim chance that she could escape to freedom through the exit tunnel



of the outermost compound and join the rebels.

All the compounds are heavily patrolled by police surveillance machines. Contact with any of these will mean immediate termination.

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit.

Turn the solar beam on to blast your way through the exit to the next level. On each following level, the beam will

appear to start from the point you entered this level.

There are 13 levels to penetrate before you can finally escape.

It is easier to collect all the reflectors on a level, clearing paths as you go.

Rebel is a reasonably entertaining game — but it lacks any sense of urgency and the thrill power that will get you coming back for just one more go.

► GRAPHICS
► SOUND
► VALUE
► PLAYABILITY

Spectrum C64	
7	8
6	8
6	7
6	6

Rebel

- MACHINES: SPECTRUM/AMSTRAD/C64
- SUPPLIER: VIRGIN
- PRICE: £9.95
- VERSION TESTED: C64
- REVIEWER: TIM

Meet the rebel WITH a cause THX2240 a worker with a mission — to escape from the mind-crunching tyranny of the factory farm! Someone has been watching George Lucas films here I reckon. And someone has also rescued a

Codenamed Droid

- MACHINES: BBC/B+/MASTER
- SUPPLIER: SUPERIOR SOFTWARE
- PRICE: £9.95 (TAPE), £14.95 (DISK)
- VERSION TESTED: BBC
- REVIEWER: NICKY

Codenamed Droid is the sequel to *Stryker's Run*, which topped the BBC charts last year although I personally found it a little disappointing.

Anyway, our true-blue hero commander John Stryker is back, this time to tackle the mysterious planet Volga. His mission is to penetrate the underground defence systems to locate and penetrate a new secret spacecraft.

The nice thing about the Superior at its best is that its storylines actually mean something, thanks to the usually excellent graphics. *Codenamed Droid* is no exception. The graphics are really first class, with superb colour and good sound.

The things that disappointed me in *Stryker's Run* first time round have been put right — there's fast action and lots of it. At the start, ten fingers don't seem enough — our agile Bugles of outer space can run, jump, kneel, crawl, shin up and down ropes, and use lifts to gallop around.

He can also fly for short distances using a jet pack. He can blast aliens to bits, lay

mines, and use his wrist computer to keep a wary eye on suit shield and blaster energy.

This stirring action takes place in a series of caves divided into four zones — surface defence, ancient shrine, crew's quarters and the missile factory.

Each zone is heavily defended by Volgan soldiers. But someone has thoughtfully left various useful objects lying around to be picked up, like fuel cells, jet packs and microfilm cassettes.

You must also find the four plutonium rods and navigation room so you can power and fly the ship.

The controls take some getting used to, but stick with it — it's worth it.

There's lots going on and plenty of imaginative features to keep you going for a good long time.

Definitely one to add to your collection.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

10
9
8
9



- MACHINES: BBC/ELECTRON
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

Oh no, not again! This is the instinctive reaction to the opening screen of *The Hacker*. OK, I know it's hard to come up with anything mind-blowingly original these days, but if you're going to stick with tried and trusted formats you need that little extra something — like speed, imaginative graphics, wide awake sound, a touch of class.

And I'm afraid *The Hacker* just hasn't got it.

You have control of a sprite that travels through the telephone network.

Being the age of high tech, he moves from modern to modern. So off he goes, climbing along different levels, using moving walkways, avoiding obstacles, picking up five floppy disks along the way.

There's a time limit to each screen, with 12 in all before he reaches the CPU and the main file store.

There to rifle data at his leisure, one supposes.

Keys are right, left and jump. Key response is not exactly instantaneous and it's easy to make mistakes.

Graphics and sound are basic, although the animation is not bad.

You've seen it all before.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

7
8
8
8

Hacker

IMPLICATION

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under attack,
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BACK**

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most intense scrolling game ever,
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ony Takoushi, C+VG's Hot Gossiping megamouth, has discovered the meaning of life. Has he found religion or uncovered the joys of contemplation? No, he's discovered *Backlash* and *Damocles*, Novagen's follow-ups to *Encounter* and *Mercenary*. TT sings the praises of Paul Woakes, the brain behind both games.

Woakes

Oh! Paul Woakes. What are you doing to me!!!

Few people give meaning to life when it comes to playing games but Mr Woakes is one of the few people I would call a genius in his field.

His field is 3-D graphics, and his previous games *Encounter* and *Mercenary* are in a universe of their own.

That was THEN this is NOW and his latest two games currently under development are *Encounter Mk 2* (titled *Backlash*) and *Damocles*, the follow up to *Mercenary*.

Honestly, I know I rave a fair bit but these two games will take your breath away.

Backlash is a full blown Solid 3-D tank type game. You are placed in various landscapes and have to take on various nasties. This is done by zipping around taking out real mean looking alien gunge.

Each level of the game places you in a sector and you have to battle your way to a hole in the sector walls that surround you. If you reach and manage to get through the hole, you warp to the next level.

The view you are presented

with is as though you were sitting in a tank looking out from a window.

The landscape that I saw was a desert with a misty almost surreal horizon where you could move in all directions, the illusion of movement was very fast, the ground which has solid lumps strewn over it just slides away under you, and objects come at you with a real smooth and solid feel, it makes you just want to reach out and touch them.

The aliens already in the game include a menacing eyeball that comes at you from a distance and opens slowly to spy on you then zoom away.

This is beautifully animated and typical of the classy presentation of the game.

You can also fire missiles to destroy alien targets, these missiles fly out from under you and when they hit a target it explodes and showers debris beautifully around you.

Again the animation and brake up is incredibly realistic, it's as though you are watching a war film with shells blowing up around you.

Your bullets have gravity on them as do various objects in the



game, the use of gravity is original and applied with a strong sense of gameplay, your bullets can be directed with gravity to encircle and disperse over a wide area to attack a variety of aliens.

There are also little alien bases that have strong centres of gravity and these can divert your bullets and in some cases cause them to cycle around in decreasing circles. You are limited to 16 bullets on screen at any one time, if you can call that a limitation!

There is also a fountain type object I call throws out glitzy little diamonds around you, this has yet to be implemented in the game as an aid or hazard.

Which ever it turns out to be it will stun you. It is gorgeous to look at.

The graphics are colourful and a delight to the eye, the use of 3D is done to perfection and sound

of Genius

effects just add to the illusion of reality

The final version will feature around 40 aliens with a fast control panel. The game will also feature strategy elements so mindless zapping is only half the story

The game should hopefully be finished around PCW time in late September (costing £19.95) and will ONLY be available for the ST. ARE YOU LISTENING TO ME ST OWNERS? Put some meaning back into your life and go out and buy this game

I am a sucker for a classy bit of software and *Damocles* (*Mercenary 2*) is the bill perfectly. It follows on from *Mercenary-Escape from Targ* where you have taken off into space and new adventures await you.

All the original *Mercenary* fans

will be pleased to hear that you can load your status from a previous game this will give you a lying start in the new adventure

The scene is set, *Damocles* is a massive comet racing towards impact with the planet Eris, the fifth in its solar system

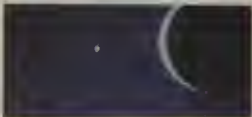
Your point of arrival is in orbit around Eris and you have a few hours left before the planet is destroyed. The game is played out in real time so the heat is on

The solar system is vast and has nine planets, 19 moons and space stations galore to explore

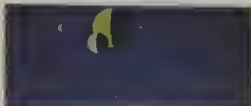
The game is not finished but I was able to see some of the space and planet sequences

Just what can I say? It is so atmospheric, the light and shading effects from the central sun on to the planets makes me swoon. MORE. MORE. MORE!

Forget NASA. Forget flight



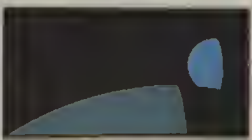
D A M O C L E S



D A M O C L E S



D A M O C L E S



D A M O C L E S

sims, forget sci-fi movies. This is as close as you will get in your lifetime

You can fly through the crescent of a moon, ease through the back of an eclipse, zoom at heart-wrenching speeds into a planet only to see its buildings slowly take form below you — WOW!

The final version will have a starfield and the space stations will be wireframe

Again the emphasis will be on arcade action AND strategy thus satisfying both urges

It is being written on the ST

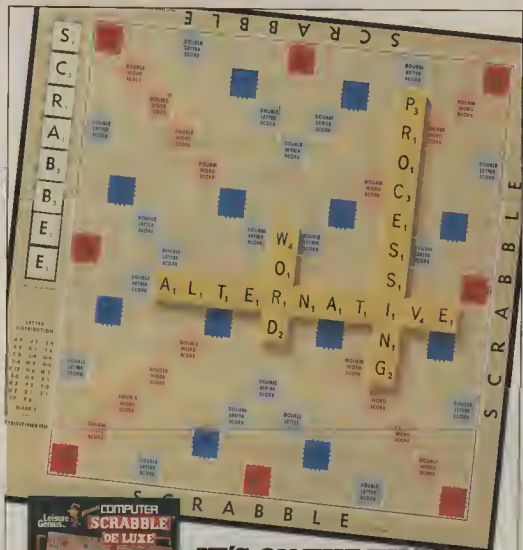
(priced £19.95) with conversions to Commodore/Spectrum and Amstrad 8-bit machines to follow

Damocles has still got a fair bit of work to be done on it so it is unlikely to be ready for the PCW show, more likely around Christmas time

So you will just have to wait eagerly for it

It is actually worse for me, I have SEEN it, but I cannot play it, all I can do is D-R-E-A-M

Hurry up Mr Woakes, we are waiting for you



IT'S ON THE TILES.

Leisure Genius presents this classic word game elegantly translated to computer. **SCRABBLE®** is available for most home computers and now a new De-luxe version is available for Commodore 64/128, Spectrum 128 and Amstrad CPC 6128.

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**Leisure
Genius**



IDEAS CENTRAL



Isn't it typical! After thinking Summer has arrived, what happens... rain for three weeks. Never mind, just think of me as I'm laying on some sun drenched beach for the next two weeks — 'coz I'll be thinking of you. But just because I'm off for my annual hols, it doesn't mean you have to stop sending in your mape tips etc. Keep sending them to Melisea R, I.C. HQ, Priory Court, 30-32 Ferringdon Lane, London; EC1R 3AVU.

STARLIST

Someone who heard my plea for help was *The Falcon*. He sent in some tips for four games on the ST. **Arkanoi**: when the game loads, press CAPS LOCK and the type this word Deathstar. Start the game and now you can simply press the S key to jump to the next screen. You can do this right through to the final screen.

Rogue: when your saved character is loaded in, quickly remove the character disk and put a blank disk in. This prevents your saved character being deleted from the disk after it is loaded in. Saves time loading, too.

Ultima: when you first start a character, allocate most of your points to Agility. Then you can steal most of the useful equipment — phasers and food — without being caught. **Airball**: the spellbook is in the room with the candle. You have to pick up and remove the blocks to get it. Take the Spellbook back to the start screen and drop it in the top left corner and follow the instructions to get the ingredients to complete the

game. But, where's the Budha and the beads.

Stuart Henry and Gary Sinclair of Fife have these tips for *Micronaut One* and *Star Raiders II*. First up is *Micronaut*.

Collect the small clouds with float about the tunnels as they increase your energy. Destroy all of the wabs. This is done by shooting the gray blob at the base of each one. Don't shoot the eggs. It wastes too much energy. Only attend to the Elus when they are at danger or critical, other wise you waste time.

The other objects you see in the tunnels are there just to get in your way. Don't waste energy shooting them.

The first three levels are the tunnels of Ceres, the tunnels of Ganymede and the tunnels of Phobos.

Now for *Star Raiders II*. Clear one planet of Zylons. Either Tans or Imbn and forget about the others. Destroy any Zylon squadrons that come anywhere near your planet. Warp to the Zylon universe and destroy the alien bases. Keep those ST- and Amiga-tips coming!

EAGLES NEST

Spyko of Switzerland sent in these pokes for *Eagles Nest* and *Green Beret* in the Spectrum after reading *Mr D Kong's* pleas in IC HQ in August.

10 REM EAGLES NEST
HACK SPYKE INC.
20 LOAD "" CODE : POKE T
8714,24

30 FOR N=58833 TO 58845
READ A: POKE N,A:
NEXT n

40 FOR n=58403 TO 1e9
READ A: IF a=256 THEN
POKE n,a NEXT n

50 RANDOMIZE USR 58368
60 DATA 245,62,228,221
188,40,3,221,117,0,241,
24,144

70 DATA 50,31,143: REM
INFINITE AMMO

80 DATA 50,58,148 REM
INFINITE KEYS

90 DATA 50,180,160 REM
INFINITE HITS

100 DATA 50,10,156: REM
NO EXPLOSIVES DEATH

110 DATA 195,0,128,999
REM DATA END

MARKER
POKE FOR GREEN BERET

10 REM GREEN BERET
POKE SPYKE INC.

20 CLEAR 59999: LET t=0
30 FOR N=60000 TO 60106:

READ a: POKE n,a: LET
t=t+a: NEXT n: READ A:
IF t=a THEN PRINT
"Data Error": STOP

40 FOR N=65376 TO 1e9
READ a: IF a=999 THEN

POKE n,a: next n
50 PRINT "Play Tape".

RANDOMIZE USR 60000
100 DATA 221,33,203,92

1,7,186,6,62,255,55,205,
86,548, 241,243,33,353,
94,17

110 DATA 195,130,21,0,3,

62,202,205,180,234,33,
241,130,16,241,130,1,
230,2,6,2,176,205,180,
234

120 DATA 33,241,130,16,
6,4,156,1,36,0,236,176,
33,7,3,156,34,100,156,
33,63

130 DATA 185,34,88,156,3,
4,93,158,62,195,33,96,
255,50,102,156,34,103,
156,195

140 DATA 64,156,221,33,
1,93,234,221,229,51,51,
237,79,195,193,234,237,
95,175

160 DATA 119,237,160,224,
59,59,232,13369

200 DATA 49,95,255,221,3,
3,144,16,16,0,205,230,1,
32,221,33,0,64,237,91,19,
193,133,33

210 DATA 88,132,34,86,13,
2,205,103,131,165,50,10,
1,28,50,11,128,253,33,58,
92,62,201

300 DATA 33,0,0,34,179,1,
62,34,181,162: REM

INFINITE LIVES

310 DATA 50,254,173 REM
NO MINES

320 DATA 50,115,180 REM
NO MORTOR

330 DATA 50,245,180 REM
NO MOTOR FIRE

340 DATA 50,14,164
REM SPEED

350 DATA 50,68,175 REM
NO BULLETS FIRED

900 DATA 195,0,128,999

Someone having a lot of
problems with Spectrum
games is *P.F. Burnum* of
Lincoln. One game in
particular is causing him
aggro. Can you help?

The game is *ACE*. No
matter how he tries to read the
code letter with the lane 10k,
he can never get the code.

IDEAS CENTRAL

PHANTOM

Here are some general tips for *Phantom* on the Atari 800. Simon Stokes of Birmingham.

Remember where the ghosts on each screen. Two ghosts will appear in each area and they tend to materialise at the ends of corridors.

All ghosts follow general rules of movement. They will change direction only when they bump into object such as keys, walls, doors and other ghosts.

This means that you can usually wait safely in the middle of a room while the ghosts circle you, following the walls.

An important factor to remember is that your reactor only has limited energy and due to the fact that rechargers are very rare, it is important not to waste snits. The best tactic for shooting ghosts is to fire a beam of energy directly into their path so that they walk straight into it. This will

more successful than shooting directly at a ghost.

Occasionally, you will enter a room which has a recharger, but you don't particularly need it as you will have plenty of shots remaining.

In this case it is better to use up your existing energy by cleaning the screen of ghosts

before you pick up your existing energy by cleaning the screen of ghosts before you pick up the recharger. In this way you will have maximum energy for the next screen. It is impossible to re-enter a screen you have just left, so make sure you collect all the objects before you leave.

HEAD OVER HEELS

Following on from last month's tips for *Head Over Heels*, Daniel Hargreaves, of London, has sent in some more of the solution.

After taking the exit right from the fish/drum room, you will find yourself in the room containing the bag. Go left until you are behind the black knob. Push right and you will see the dalek move towards the bottom right of the screen. Move the dalek until he reaches the bottom right, then move heels so that he is facing the control stick with his back towards the left of the screen.

Push up and nod the joystick in the up position until the dalek is on the square directly beneath the bag. Move heels so that his back is facing the bottom right of the screen, his face against the control. Then push left and make the dalek push block to the second square from the top left block.

Move Heels around to the back of the corner, his back should be facing the shield on the wall.

Push right until the dalek is on the square just in front of the conveyer belt. Move Heels onto the top left brick, face the

block and jump onto it.

Warning — do not touch the floor — it kills on contact!

Move to the edge of the block and jump onto the dalek's head. Then jump again onto the conveyer belt, go along it, and you've got the bag.

From there, jump three times, then jump from the block onto the bricks, and leave the room. You're now in the room with the fish, table and drum.

Get the drum, jump onto the table and get the fish. Get off the table and push it towards the upper exit.

Once done jump onto the table, drop the drum and leave the room. In the next room dodge the ndring robot and jump onto the table, drop the drum and leave the room. In the next room dodge the ndring robot and jump onto the left in the room above, leave by the door.

In the next location drop down from the doorway and go up, avoiding the crane things. In the room with the two urns, push one drum in front of the upper exit, get the other drum, jump onto the drum in front of the door, drop the drum and leave the room.

HINTS AND TIPS

Two brothers who normally send their pokes to other rags have decided they want to see their names in the best magazine around. So all you Commodore owners seal it there are any pokes below for you favourite games. Thanks Sean and Adrian Meeds, alias The Nutcrackers UK, of Basingstoke.

Wizball — Infinite lives
10 FORI=53229T053258
READER:POKEI,
A=C+C+A NEXT
20 IFC=2999THENSYS
53229
30 PRINT"ERROR":END
40 DATA32,44,347,32,
108,245,169,9,141,61
50 DATA4,169,208,141,
62,4,76,99,3,169,96

60 DATA141,39,107,206,32,
208,76,80,0

Army Moves — code for the second part is 15963

Mario Brothers — enter this listing and type RUN. Press play and this will give you infinite lives

2 SYS65371
3 FORI=53229T053256
READA:POKEI,A,C=C+A
NEXT:IFC=3204THEN
SYS53229
4 PRINT"ERROR IN DATA
RECHECK":END
5 DATA198,157,1690,162,1,
168,32,186,255,32,189,
255,32,213,255,169,208
6 DATA141,146,4,96,14,0,
42,76,3,1

STORMBRINGER

Vijay Rao (that's him below) and three fellow MSXers have sent in these hints for *Stormbringer*.

First get the disguise which is on first screen. Don't wear it

yet! Then get the chicken and wait for it to lay a golden egg. Now using the "take an object" command on Robin and take the newspaper from him. He will exchange it for the golden egg.

Read the newspaper and it will say chambermaid, guard etc, wanted. Wear your disguise for the person. You now go to the entrance of the castle and enter. In the first room of the castle fall into the hole where the stars meet. Pick up both objects there and limbo. You will now be in limbo.

MSX TIPS

And here Mr Anon answers Richard Williams plea for help on *Knight Tyne*. First get the glue and the I.D. card, next get the camera off the table on the last screen to the left. Now "unwear" your invisible cloak and take the instant film off Gordon, give the camera and film to Klink end command him to help. Klink takes a photo, take it off him. If everything has been done correctly then you should now have an accident with the glue and card, sticking the photo and making the I.D. card valid. Wear it.

Here are some tips for the MSX from someone who doesn't want to give his name. I thought you weren't supposed to be embarrassed owning an MSX nowadays?

Journey to the Centre of the Earth — Password for part two — DECENT part three — ADRIFT and part four — RETURN

Flight Deck — keep resetting the game until the smallest island is on the map, it's easier to photograph.



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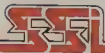


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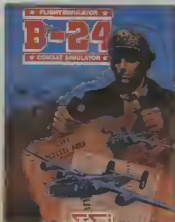
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You can either send us a photo of your work if it's too large to fit into a postbox, or simply send your completed artwork to *Computer and Video Games*, Top Ten Graffiti Competition, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

The competition will run for three months — and we'll print the best of the month in upcoming issues. The winner will be picked from the top three entries — judged by **C+VG** and Martin Maynard, boss of **Top Ten**. Ten overall runners-up will get a complete set of **Top Ten** software for his/her computer.

So if you're a spraycan supreme get busy with the paint and prepare to win yourself the chance of a trip of a lifetime! But don't forget to clip the coupon and send it with your photo or artwork — otherwise your entry won't be eligible.



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CENTURIONS COMPETITION

THE ROXY



Message from Ace McCloud to C+VG: Hi guys, this is Ace talking at you! I've heard that The Centurions are starring in a new computer game back on planet Earth. I think that's great. So great that I'd like to present a great competition for all your readers to enter. You'll find the details on your IDEAS Corp computer. So check it out NOW!

ACE'S ACE CENTURIONS COMPETITION!

Rock on with **The Centurions** and Ariolasoft! Yup, thanks to the A-Team we can offer two lucky C+VG readers the prize of a lifetime!

● We're giving away TWO tickets to ITV's top pop show **THE ROXY**. The winners will not only see the show but also get a look behind the scenes AND meet **THE Roxy's** top presenter **David 'Kid' Jensen**. The show is filmed in Newcastle – and thanks to **Ariolasoft** you'll stay over in a flash hotel and all your travelling expenses will be met! Talk about generous!

● 10 second-prize winners will get one of the huge Centurion character models, like the Ace McCloud model on this page!

● 10 runners-up will get a copy of the Centurions game!

All you have to do to win of these mega-prizes is answer the simple cartoon quiz below, fill in the coupon and rush it to Computer and Video Games, **Centurions Competition**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th and normal C+VG rules apply. Do it NOW!

CENTURIONS CARTOON QUIZ

1. Name the two main characters in *The Flintstones*
2. Complete the following cartoon catchline. "Scooby-Do, where.....?"
3. Who is smarter than the average bear?
4. Name one of the renegade GÖBOTS.
5. Who are Max Ray, Jake Rockwell and Ace McCloud?

C+VG/ARIASOFT CENTURIONS COMPETITION

Name

Address

Age

My answers are:

1.

2.

3.

4.

5.

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Wayne's Play by Mail

Time for some more mail domination with our very own Wayne, the postman's friend. Tons of stuff has been happening in the wacky world of Play by Mail — so let's get on with it!

Anvil Games have finally managed to officially release *Pangea* their hand moderated, computer assisted, fantasy role-playing P.B.M. and it has been worth waiting for.

Anvil have come up with a cracker of a start-up package. I'll be giving this game a full review in an up and coming issue of C+VG.

The first thing that grabs your attention is the A4 size rule book. It's a high quality production and has very good artwork on the cover. The 72 pages are very easy to read and it explains their system in clear, simple English.

The game history is well planned out and you get the chance to play one of the 10 races available. This can be anything from a Goblin to a Dark Elf.

There's a choice of eight character classes, from mage to assassin. There is a lengthy, if sparsely detailed, description of each class, which informs you of SOME of your advantages. You will be informed of the others when you have finally selected your class.

The rulebook also tells you about the magic system — which is easy to learn, the guilds, which are an essential part of this game and your skills, which you can choose.

I looked at the in depth description on how to complete your turn, the lengthy, easy to read instructions on how to create your character and the very original "character charts". This is a novel idea that is particularly useful. Say you are in a town and you wanted to know how many characters in the same town worshipped the same deity as you. All you have to do is send a request to the G.M. and he will send a printout.

The G.M.s input all kind of starts into the computer and it is there for you to take advantage of. With the aid for this computerized system, you will be able to get all sort of useful information.

To go to the extreme, if you really wanted to find out how many black haired, blue eyed Goblins were in town, you could find out!

But there is a catch. If you wish to use this system, you must be prepared to have all

YOUR character's details put on record for the other players to inspect.

There were one or two things that I though weren't quite right about the rulebook. For a start there is no artwork inside it to make it more appealing. Secondly there is the movement system which leaves a lot to be desired.

Another nice touch is the "character folder". This is yours to keep and again is printed on high quality yellow card and has a neat bit of artwork on the front. You enter all the details of your character, including his/her/its description, magic learned, history and equipment.

A start-up package costs £6.00 and future turns are £2.00 each. The character charts cost around 35 per print out.

This game is ideal for those of you who have considered playing a single character P.B.M., but have not yet tried please contact, Anvil Games, The Old Fire Station, Queen St, Godalming, GU7 1BD.

All cheques should be made payable to the company please. If you are one of the first 50 C+VG readers who apply you will receive a free turn.

STAR TROOPER

Talking of new games, *Mitre Games*, one of the leading P.B.M. companies have just launched their new game, *Starship Commander*.

This is a totally computer moderated game and it is aimed at sci-fi fans. You are a captain of a starship flying from planet to planet in search of resources which will enrich your home world and increase its power.

Your home planet is involved in an age-old struggle for domination over a large number of other planets. Each planet is striving for an advantage in either economic or military areas which will boost both status and power.

You are called to the Admiralty, and you are handed a briefing — cunningly disguised as a rulebook — from an admiral who seems familiar. Yes, folks it's universal domination time again!

You are immediately promoted to Commander and assume control of an X-71 scout ship.

You know that the universe is divided into six time-space areas which are called "shifts" named A to F. Although no fighting takes place in Shift A by unanimous planetwide agreement, fighting takes place in shifts B, C, E, and F, with large fleets of Dreadnoughts or Destroyers locked in combat.

It is your task to travel around in your scout ship, recruiting men and winning resources from various planets, while at the same time building yourself a powerful ship before returning to your homeworld with the minerals and energy resources they so badly need.

The game seems one for fairly experienced P.B.M.ers who enjoy pitting their wits against the computer and are good at analysing printouts. Good diplomacy and tactics would also be an advantage in playing this game.

Set up costs £5.00 and future rounds are a very reasonable £1.00 per turn. However any reader who writes to me at C+VG enclosing the logo above will be credited with two FREE turns worth £2.00. If you are interested drop me a line. Please make all cheques and postal orders payable to *Mitre Games*.





GIZZA ANOTHER JOB!

● Mitre inform me that they are looking for another four people to run their games. The pay is not a king's ransom, but job satisfaction is very high. English Language and Literature 'O' Levels would be a help, but are not essential. Good handwriting is! Experience in role playing games would also be an advantage. You would be expected to work in South London. Interested? Then drop me a line care of C+VG and I will pass it on.

CRIME ON THE INCREASE!

The C+VG version of *It's A Crime* is now underway and as I write *The Mau Maus* are top of the Noterity Table. Over 3000 potential C+VG Law-breakers joined the game from all over Europe and the UK and are ready to wage gang war.

The game is still open and as only a couple of turns have taken place it is as good a time to join as any. To get your FREE rulebook, FREE set up and two rounds FOR NOTHING, simply drop me a line with the logo above telling me that you wish to participate and I will do the rest.

Remember the winner gets the C+VG *It's A Crime* trophy, plus a FREE position in another game of *It's A Crime* plus free rulebooks and round in any one of K.J.C.'s other three games — *Earthwood*, *Capitol* and *Criminoff's World*.

WAYNE'S WONDER OFFER

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Tribe Of Crane is a game that has been around for a long time. Most of the experienced P.B.M.ers who have been around for a long time have cut their teeth on this game and quite a few of the G.M.s that now run their own games have played it at one time or another.

You are the captain of an inter-stellar Colony ship transporting a 2200 large group of Colonists to a newly discovered and unexplored planet. You are happily travelling along in deep space when your ship receives an SOS from an unknown planet. You decided to go to the rescue.

When you reach the planet your radio and navigation systems go dead. Then your realisation that you are being pulled towards the planet by a tractor beam.

You find yourself on the planets surface unharmed but your ship is totally destroyed.

You decide that rescue is unlikely and that you're going to have to try and survive.

NEWS FROM NOVA

● I have news for all Conquest players. Nova Productions have written to me asking me to inform you that they have assumed control of the game. They have re-designed certain areas in order to make the game more playable as well as improving the turnaround time. Steve Brunt, who originally conceived *Conquest*, is still running his version of the game, but he is doing this more or less as a hobby. Nova's version of *Conquest* has been running for two months and new players are

still welcome. The start up costs £4.00 and consists of two free turns, rulebook and maps, with further rounds costing £1.50 and no hidden extras. Discounts are available when buying orders. Buy £9.00 worth of turns and you get one free turn.

PBM MAILBAG

● Mr M. Felly from Bristol writes to say that "About a year or two ago I bought a P.B.M. called *Starmaster*. After only a couple of rounds I was informed that the game was being wound up. I thought the concept of *Starmaster* was great, could you please inform me if it has been re-established?"

If my memory serves me correctly *Starmaster* was on of Mitre Games Mega-games that everyone and I mean EVERYONE was playing.

Somebody eventually won the game and quite naturally it came to an end. Everybody was given credit in other Mitre Games or their money back when the winner was announced.

Mitre then withdrew the game from the market to make it even better and easier to

run. I'm afraid that you joined a great game too late. Mr Felly Mitre have told me that they have re-worked *Starmaster* and they are play testing it at the moment and hope to re-release it by early summer 1988.

Urghash The Orc (is this person for real?) from Kingsbury, London, has scrawled a note on a piece of toilet roll asking me to "Send him some information on P.B.M." Well Urghash, just let me know what kind of info you want and I'll send it to you. I ask you.

George McFadyen from Orkney wants to know "if it is still possible to get involved in C+VG's resident game *Domination*. The answer is yes. Just write to *Nice Dice Games*, PO Box 11, Carrick Fergus, Country Antrim, N. Ireland BT 38 7TH, and they will send you full details.

That's it for this month. If you are going to the *Personal Computer World Show* at Olympia, London any time between 23/27 September then I will be at the C+VG stall stand, giving away various P.B.M. material, and generally having a good time. See you there!



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SIMULATIONADVENTURE
FANTASY

1



2



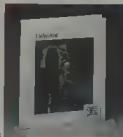
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5



6



7



8



9



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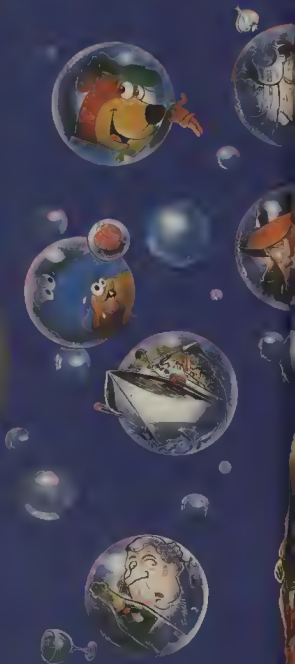
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Branham

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re A

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The Big Screen

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Chicago, 1931. A group of journalists surround a sharply dressed man. He replies to their questions with a grin and they laugh. He could be a boxer or a filmstar. He is, in fact, Al Capone!

Capone's corrupt influence spread from speakeasies to the police force itself. Only a man who was pure and determined could hope to crush him, a White Knight whose name was Eliot Ness. His team of hand-picked investigators was known as **The Untouchables**!

Blazing machine guns, brutal murders, shootouts and ambushes — director Brian de Palma has taken the gangbusting 50s TV series and blown it up into big-screen legend to create a classic crime-thriller.

Newcomer Kevin Costner is superb as Ness, facing a corrupt and cynical police force as he battles against the underworld. Sean Connery excels as the streetwise cop who comes to his aid, even if his Irish accent drifts East, towards Scotland! And Robert De Niro immerses himself in the role of Capone, switching from meriment to murder in the twinkling of an eye.

There's an epic struggle as the heroic band take on their larger-than-life nemesis and Ness loses his naivety as he sees his friends murdered. They don't make 'em like this any more, huh? Well, Ward makes it his movie of the month.

Extreme Prejudice (18), on the other hand, is just the sort of thriller they do make all too often. Up to the minute and bloody, it mixes drug dealers, ultra-clean cops and even the elite squad of Vietnam veterans.

Contemporary Texas Ranger Nick Nolte takes on the meanest collection of



Extreme Prejudice: Hey boss is that boy readin' *Crash*, Yup, an' if he holds still a while I'll plug him!

tough guys ever to match macho against macho along the Tex-Mex border. They're so tough that when one of them sees a scorpion in the desert he lets it crawl into his hand, wander around for a while, then crushes it!

This is all too much for Nick, who has a way of furrowing his brow that suggests a total absence of intellect, so he concentrates on his Mexican girlfriend and her ex-boyfriend and his ex-best pal, Powers Booth, a drug smuggler with a white suit, a helicopter and an army of Mexicans straight out of the **Wild Bunch**.

Eventually everybody is explained to Old Nick — and to us — as one of the Vets announces that he can't get to grips with a world where

morality is all confused, so he just loves his country Ya-hoo!

I must confess an extreme prejudice of my own against movies like this. It has all the political sophistication of a Reaganite A-Team but rather less character.

The same sort of dusty, desert border country bred a more peaceful hero back in 1958, when a 17-year-old called Richard Valenzuela picked up a guitar and became a rock and roll star.

As Ritchie Valens he crashed the charts three times in eight months, first with the rocker **Come On Let's Go**, then the dreamy **Donna**, and finally his version of the traditional tune which gives the movie its title, **La Bamba** (15).

Like all good rock 'n' roll legends, Valens came from a poor and troubled background. There was his biking hoodlum brother for example, who grew increasingly jealous as the money poured in. And like all good legends, Valens died young, in the plane crash that killed Buddy Holly and **The Big Bopper**.

La Bamba is an affectionate telling of his brief life, an incritical biopic, which needs more dramatic content. Sure the brother is a no-goodnik, but Ritchie comes over as such a creep, I sided with the biker when it came to the punch up. Rock purists won't be too pleased with the way that all the songs have been re-recorded either.

Eight months, three hits and a plane crash in distinguished company are just not enough to justify this sort of star treatment. What about the corrupt managers, the payola, the darker side of the music biz? **La Bamba**, the record, didn't rock hard enough for my liking — neither does **La Bamba**, the movie!

Let's not give up on the late-50s though, because in **The Big Town** there's much more trouble as teenage dice player Matt Dillon finds out when he joins a gambling syndicate run by Ferguson Edwards and his blind husband.

He's a small town kid, out to make good in the big city by proving that he can shoot craps like no other. Now, despite my wasted youth, I never learnt the arcane rules of the dice but no worry I guarantee anyone will understand enough to bring them out in a sweat as J.C. rolls the big one.

Breaking the bank is bad enough if you're an upstart from Hicksville, but when you mess around with the local mobster's wife as well — brother, you're in trouble. Which is just what J.C. finds out.

If you liked **Colour of**



The Big Screen

Money you'll love this. The cast is superb with Dillan and Temmy Lee Jones, as the gangster, telling particularly high

But it's the atmosphere that really sets it off. You can almost smell the sweat in these shady backrooms. **Big Town** isn't the biggest movie of the year — but it may be one of the best.

Don't, whatever happens,

bribe and she has to prosecute him, the big easy is threatened with a long time in jail.

Did I care? Not one bit! Dennis Quaid's McSwain is such an arrogant son-of-a-bitch that I'd have been quite glad to see him go down the river. The script makes him reform eventually, but the turnabout comes too late



Outrageous Fortune: Now, here's a lovely model, only one careful twin

confuse **The Big Town** with **The Big Easy** (16). That's slang for the way of life in another big town, New Orleans, where designer cop Remy McSwain treats life like a joke.

So what if the Mafia trashes a few of its own in a private drug war — a smile and a quip will set the investigation underway at its own leisurely pace. But the special prosecutor from the DA's office, Anne Osborne, is investigating police corruption and isn't too happy with Remy's flippant suppositions.

Not that it worries Remy. He turns on women like raffles and he soon has career minded Anne squirming in a semi-steamy sex scene. But when he's caught taking a

McSwain has it all too easy and it's as credible as an episode of **Miami Vice**. **The Big Easy** should have been much harder.

Still, I'd rather sweat it out on a Mississippi chaingang than have the outrageous misfortune to sit through **Outrageous Fortune** (15) again. There's wacky and there's Hollywood wacky and this is the latter, a supposedly screwball thriller that's devoid of thrills and humour.

Designed as a star vehicle for Bette Midler and Shelley Long it has them as acting students, unwittingly caught up with the CIA and KGB when the man who had been dating them both is apparently blown up in an explosion.

Hope and Glory: We found a copy of *Zapp* under your bed. Explain yoursell!



Hellraiser: Smoking can seriously damage your health.

Unluckily for Peter Ceyote he's not written out of the script so early, and has to suffer the indignity of a manhunt as the two women track him to New Mexico. Unless you're a fan of either of the stars I'd suggest you make a run for it — far away from this mushmash!

If you're lucky you may hide out in a cinema where **Hope and Glory** is showing. After the exotic dangers of **The Emerald Forest**, John Boorman has turned to peril of a much more personal nature — his memories of growing up in London during the Blitz.

The movie centres on the Rohan family — dad, who enlists immediately to be given a desk job, mum,

dogfight a above the street, a barrage balloon breaks free; eventually the family is forced to evacuate to the countryside where the tale takes on a more rural tone, but it's no more peaceful, thanks to an irritable old grandfather.

Hope and Glory is a gentle movie but it's never nostalgic. Boorman views history with a sharp eye. However, he does find much of this hysterically funny in episodes that made up his war and they're sure to hit home with anybody who's ever been young. A great British film which sees great events in a personal light.

Clive Barker's **Hellraiser** (18) was made in London too, though it tries hard to pretend it's New York. It fails! In fact, apart from some very grisly effects, it's difficult to imagine much being spent on this movie at all.

The plot's as silly as you could hope for — a magic box which summons up sensual demons who take your very soul beyond the limits of sensation. It even vaguely resembles two recent horrors, **Evil Dead II** and **From Beyond**.

We've all seen it before and I, for one, don't particularly want to be reminded of those bad-old-days of schlock **Hellraiser**... ne, it merely raised a groan.

And this is Prince Charles.



Big Easy Unfar cop

bringing up a family single-handed; older sister Dawn who thinks that the war's a great way to further international relations — with a Canadian soldier; younger sister Sue, and Bill, the nine-year-old hero.

For Boorman/Bill, growing up in wartime is very much like growing up at any time, only more of an adventure. Nowadays kids play in shopping precincts, 40 years ago they played on bomb sites. A Spitfire fights a

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Meet **Slaine** the barbarian – the spiky-topped celt who makes Conan look like a social worker. The cult comic-book anti-hero is beheading your way with his trusty axe **Brainbiter** ready to slay any mean-minded reviewer who doesn't like his game! So we'd better tell you all about it before things start getting nasty...

Slaine is the latest character from 2000AD, everyone's favourite comic, to get the computer treatment. And here at C+VG we reckon it's the best yet – after *Nemesis* anyway.

Strangely enough **Slaine** comes from the very same company who brought you *Nemesis* – **Martech**. But this new game is unlike anything you've seen before. It's a hybrid – not quite an adventure, not an arcade game – and definitely not an arcade adventure.

In fact the programming team behind **Slaine**, called **Creative Reality**, get REALLY upset if you even say the word adventure in the same breath as their game. In fact it almost trips on a warp option. Lucky for us they were all wearing a hero harness!

Meanwhile, back in the game. It uses a brand new system which the **Creative Reality** team have called

REFLEX, which we'll tell you about later. But first the plot. If you know the comic you'll know that **Slaine** inhabits a mysterious and barbaric world – based on Celtic myths and legends. In the game **Slaine** and his cunning, cowardly sidekick **Ukko** the Dwarf are searching for the name of the inhabitant of an unmarked grave.

This quest soon becomes a series of quests as **Slaine** has to unravel more puzzles connected with *Elementals* of Earth, Air, Fire and Water. He also has to rescue a damsel in distress from a high tower and battle horrible monsters before the final frightening conflict.

All this and more happens in this epic action packed game – and YOU are **Slaine**. Making all the decisions, making all the moves, and making sure you survive!

You have to act as fast as you think in order to get through unscathed



As you can see the game definitely isn't a traditional adventure. But it does include many of the many well known elements – the "thought commands" are many familiar adventure type words.

But there's more of the unending searching for the correct word which often upsets even the most experienced adventurer. But the system does need quick wits and, you've guessed already, reflexes.

With skill and patience the player can build up commands using the "mashing" technique. So **Slaine** can MOVE NORTH, GET MONEY, DRINK BEER and so on. Like a regular adventure you can examine objects, and pick up and drop things

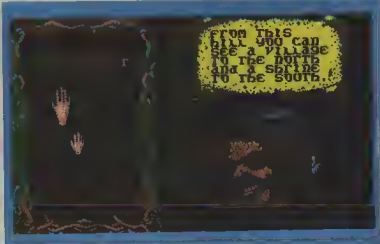
And that's where the new **REFLEX** system comes in. Look at the screen shot and you'll see that the screen is divided into two. The left hand side shows you the action in spectacular comic style graphics – which appear in overlapping windows at the action progresses. The right hand side consists of another window which represents **Slaine's** mind. You'll see random thoughts swirling across which you have to grab using the **Slaine** "hand" cursor.



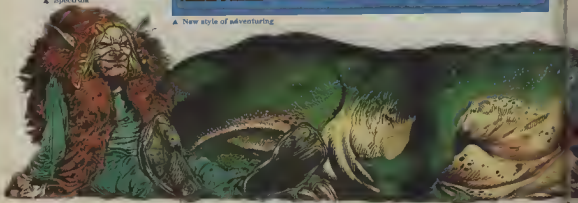
▲ Warp space



▲ Spectrum



▲ New style of adventuring



Slaine

Preview

In fact the game contains 100 verbs and 80 objects.

As you move, or examine, or indulge in a warp-spasm, graphic windows show the action in intricate detail.

Could Slaine create a whole new style of adventuring? Maybe. But one thing is for sure, you haven't seen the last of REFLEX. Creative Reality or Slaine the King?

THE PROGRAMMERS

Creative Reality are Jas Austin (Spectrum), Neil Dodwell (Armstrad), Michael Archer (C64) and Dave Dew on graphics. Jas and Dave came up with the REFLEX system which took them three months to perfect.

Said Jas: "We wanted to create a completely new system, something removed from both adventure and

arcade. We reckon that the REFLEX system is a lot easier to play than a regular adventure, but contains as many words."

Right now the team are working on a new project for the Amiga. Prepare Anything could happen in the next 12 months!

THE COMIC

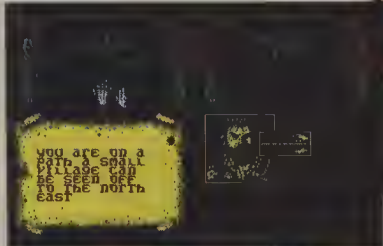
Slaine is the brainchild of top comic author **Pat Mills** who based his character on myths and legends from the golden age of the Celts, and the mystic land of The Man O'g, the Land of the Young.

The comic has been drawn by several artists including **Mike McMahon**, **Bellardinelli**, Pat's wife **Angela** and currently, by **Glenn Fabry** who created

this issue's Slaine cover and the inside illustration. Pat Mills reckons that Glenn has captured the spirit of his Celtic hero. You can see Glenn's art in the second Slaine comic cover, now available from Titan Books at a bargain £4.50. The first Slaine book is also still available plus the Slaine role-playing game book. But you could always try wotcing some Slaine goodies in our well-warped competition.



▲ Creative reality



▲ Kiss my ass



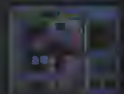
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Previews

Ancient Mariner

A lost ship. A lost soul. A lost love. Prepare to sail beyond the edge of darkness. Welcome to the swash-buckling world of the *Ancient Mariner*, a world of romance, pirates, gold, death and danger.

Ancient Mariner promises to be one of the most dramatic and impressive games being programmed for the Atari ST and Commodore Amiga.

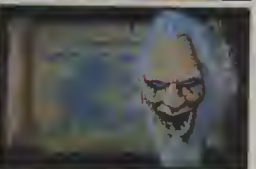
These impressive screen shots — exclusive to *Computer + Video Games* — are taken from the ST and it is hoped that a working demo of the first part of the game will be at the PCW Show this Sep-

tember. So if you're planning a visit to the show remember to check it out. You won't be disappointed.

The team behind the game — Systems Architects — are a new name to the games scene. They are best known for producing Marmoset's *Three Little Pigs* demo using *Film Director*.

Ancient Mariner will be a huge, sprawling game. At present it is intended to release it in three volumes with each volume containing three disks.

You play the part of the 16th Century seadog who must sail the world, fighting, brawling, doing



business deals and eventually rescue his lost love.

It's very hard to classify *Ancient Mariner*. It will contain play that will appeal to the traditional adventure game player as well as combining arcade action and fight sequences.

Systems Architects are making some proud boasts about the animation for the fight sequences, claiming it will be superior to that in *Defender of the Crown*, matching the realism Palace Software produced in *Barbarian* — *The Ultimate Warrior*.

News

■ When is an Atari ST not an Atari ST? When it becomes an IBM-PC! Incredible as it sounds, **PC-Ditto** needs only 40 seconds or so of disk-spinning to turn Sam Trammel's 16-bit baby into a near perfect emulation of an IBM. Just load the program in the ST the usual way, and wait for the configuration screen.

Now it's time to place an MS-DOS disk into the drive, and if you've got it on a 3½ inch disk — just pop it in. Otherwise, use a 5¼ inch floppy drive attached as Drive B (one source of this is the IB disk drive). Within moments, the familiar IBM a) prompt will appear.

Now just go ahead and use your IBM, and that includes using that Hard Disk as well. Text will be 80 columns of easy readability, and it's only with graphics where things seem to be moving a tad slow (about 20 per cent). Pretty nifty, eh?

Product Information
PC-Ditto,

Avant-Garde Systems,
381 Pablo Point Drive,
Jacksonville,
Florida 32225
Retail in U.S. for \$89.95

IB Drive
IB Computers,
1519 SW Marlow Avenue,
Portland,
Oregon 97225.
Retail in U.S. for \$300.00.

■ After predicting that **Dan Dare: Pilot of the Future** will be making a landing on the ST very soon, news filters from **Virgin** that the game will not be released until next year. However they will be releasing **Deluxe Scrabble** soon.



■ **Levathian, English Software's** ace space blast 'em up is set to explode on your ST and Amiga.

It features left and right diagonally scrolling planetscape, digitised music and continuous sound effects.

Meanwhile **ES's** pool game inside a cube, **Q-Ball** has been converted for the Amiga. In it you line up shots in three dimensions. There's no gravity, eight pockets, and the ability to rotate the table in 3D in real time while you make your shot.



■ **"Scalpel, nurse** This is a tricky bit. The patient has a ventricular fibrillation — that's an irregular heartbeat. It could prove fatal. It's lucky that I, the world famous Dr Darekell, was around to operate."

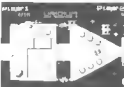
If you've a strong stomach for medical realism — no gory detail is left to the imagination — then a new game out in America, **The Surgeon**, could appeal to you.

The idea is to perform major heart surgery on the unfortunate Mr Jones. You must then carry out the operation as it would be in real-life, using a vast array of medical instruments, constantly monitoring the patient's condition.

It's written for **ISM** by a doctor and probably should not be played before you have your dinner.

■ Seeing is believing but will you believe what you see? This is the game to make speed kings drool — **Uridium** on the Amiga.

This is how **Hewson** main man **Andrew Braybrook** thanks the game could look. But when and if he finds time to get to grips with the game is not known. But C+VG's super spy who snapped these pics thinks it better be soon. What's the point of Commodore making an Amiga if there isn't Uridium to play on it.



■ **Ocean's** first release on the Amiga will be **Wizard and Army Moves**.

■ **Mastertronic** are developing no less than 14 titles for the Amiga, including a conversion of the spectrum hit **Feud**. All Mastertronic titles will sell for £9.95.

At the other end of the price line, Melbourne are producing new **B&B** Amiga arcade games for the home Amiga's. The first two titles would be the classics **Rockford** (Boulderdash) and the much talked about **Road Wars**. Both titles will sell for £24.95.

■ **Cascade's Ace** flight and light simulation was reckoned to be about the tops in its class. Now there's **Ace 2** and it's going to make your Atari ST soar.

Ace 2 is real time two player air combat featuring high speed dog-fights, missile attacks, warning sequence, artificial intelligence, multi level play. **Rob Hubbard** did the soundtrack. **Ace 2** will cost £19.95 and should be available by Christmas.

■ **The Merseyside Atari Club** has launched a new ST section on ClubSpot 810 on Prestel.

Called **ST Online**, it aims to cover most aspects of the ST World, including reviews, news, games, tips, helpline, letters, beginner's and business section.

ST Online should be open by the time you read this and can be found on page 81 0428 of Prestel.

A fanzine will be launched to run in conjunction with the Prestel section called **ST Offline**.

■ Stand by for these new titles heading our way from the good old U.S. of A during the remainder of this year.

Kings Quest III: Sierra adv.
Match Point: Microtron/Microdeal (sport)

Shadow World: Microtron/Microdeal

Rings of Triton: Microtron/Microdeal

World Karate Championships: Epyx (sport).

Space Snatchers: Aratoom: Sierra

Leisure Suit Larry: Sierra

Police Quest: Sierra

Thunder: Sierra

221 Baker Street: Datasoft/US Gold

Frank'n Ernest Adventure: Polarware

Guitar Wizard: Baudville

Rainy Day Games: Baudville

Video Vegas: Baudville

Rings of Zilfin: Strategic Simulations

High Roller: Mindscape

Three Stooges: Master Designer Software

Astrologer: Antic/Electric

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Electro-Solitaire & 21: Solitlogik Corp.

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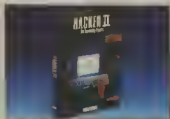
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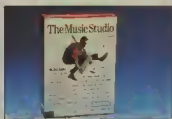
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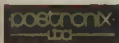
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Company Profile

Started four years ago by Bruno Bonnell and Christophe Sapet, Infogrames, with its distinctive multi coloured Armadillo logo, has emerged as one of Europe's leading developers of 16-bit entertainment software.

Catherine Pasquiers, responsible for developing the companies foreign markets, explained about the Armadillo "Bruno and Christophe chose the Armadillo because it's an animal that's been around for a long time and has adapted itself to cope with each new change in the environment. Infogrames is here to stay and we will always adapt our products to give the market what it wants."

Their first product was called *The Basic Cube* a beginners Basic course for the Thomson computer, packaged in a cube shaped box. The Thomson is still the most popular machine in France, with at least one in every school, similar to the BBC in the UK.

To begin with, Infogrames concentrated on the domestic French market. Within two years they had 30 staff and were established as one of the leaders in their field. It was now time to look at converting their games to other systems for foreign consumption.

Apart from its own products, it also publishes everything produced by two other French developers, Ere Informatique (*Gei Dexter/Macadam Bumper*) and Cobra Soft (*Murder on the Atlantic*).

Although the company has international agreements with companies in most of the world's leading markets, they wanted to set up their own subsidiary in the UK.

"We see England as our number one

European market. But it's also a little crazy with a lot of companies all fighting each other and dropping their prices every five minutes."

"But the English market leads the French one, so we needed immediate feedback in order to be able to satisfy the needs of the British market and be ahead of the game back in France," Catherine explained.



David Crossweller heads Infogrames UK. David has been in the industry for some years at one time running his own business specialising in public relations for computer games companies.

Infogrames now employ around 100 people working on everything from Minitel the French equivalent of Prestel — to artificial intelligence research.

They also have an interest in an educational development house, formed by ex Infogrames employees, and a domestic distribution company called Cable jointly owned with a number of other French companies. Then of course, there's the games. Lots and lots of games!

Infogrames currently employ 30 programmers, a very talented musician called Charles Callet, four graphic artists, including Joanne Girard who designed the graphics for *Prohibition*, and four project managers, including Daniel Charpy who was responsible for *Passengers on the Wind*.

Daniel explains how the games are developed.

"Initially, many of our game ideas came from the programmers themselves. Now we have two marketing people who advise us as to what kind of games are selling and what kind of presentation and feel are most popular at the moment. It is also their job to come up with scenarios, or go after film, book, or comic licences," said Catherine.

"Each game is developed by groups of between two and five people. We are installing a networked, multi user development system based on the 3808 chip. Each programmer will have a PC XT, as a terminal with which he can tap into the central library of tools, algorithms etc."

"Although, historically we have developed all our graphics on the Thomson, we're turning to the ST for future graphics development, and have created a set of tools to allow ST graphics and animation data to be easily ported to other machines," she added.

When the company's output was primarily for the French domestic market, almost every Infogrames title was produced solely for the Thomson.

Nowadays, their target machines range from the Amiga, the ST and the PC, to

the MSX, Amstrad, Commodore 64, and sometimes the Spectrum.

"Infogrames works closely with hardware manufacturers. This obviously has benefits in terms of getting new technology, but we also produce specific versions of some of our games especially for certain manufacturers."

"We try to develop as much as we can in 'C', making the code as portable as possible, although anything requiring fast animation, or other graphical processing, such as *Prohibition*, has to be written in machine code as C just isn't fast enough."

"Outside programmers are often contracted to do conversion work for us as we prefer to spend the majority of our time working on new projects rather than converting existing ones."

Past Infogrames products include *Mandragore*, *Vera Cruz*, *The Sydney Affair* and *Heritage*. If you notice a distinct bias towards adventure games it's because many of Infogrames programmers prefer playing and writing this kind of game. However they have always tried to do something a little different with each title, either in the design or with the packaging.

The Games

So what are the Gaïche gentuses dreaming up at the moment? Well between their own titles, and new ones due from Cobra soft and Ere Informatique, Infogrames will have a whole sack of goodies lined up for the Autumn and Christmas. You may even be able to get your sweaty little paws on some of them right now!

Already available, or due out any day are *T.N.T.*, a



France has always been renowned for its superb bread, wines, and cheeses, but has never been thought of as one of the major powers in games programming... but all that may be about to change! Direct from the heart of the Beaujolais region DAVID BISHOP sends this report on Infogrames, one of the most successful and creative software developers and publishers in France.

Commando style, vertically scrolling shooter for one or two players, and eight bit versions of the excellent Prohibition (See ST feature in June C+VG for full review)

Released already for the C64, and due out in September on ST Amiga, and PC, The Three Musketeers is a superior looking graphics adventure

working title only - are both due for launch in October

Although you may be forgiven for thinking it would be impossible to make interesting and playable games around such subjects, Infogrames have come up with two highly original games

Precipice puts you in charge of an expedition to climb an



featuring Artos and Co in a romp around "Olde England"

The 16 bit versions of this four part swash buckler, feature 80 locations with amazingly high quality digitised pictures of such scenes as the rooftops of Dover

Just when you thought Infogrames were only ever going to release adventures, along come two highly polished sport/activity programmes to tempt those of you who prefer the great outdoors

Precipice, is an alpine climbing simulation, and Waterski World Championships - it's current

Alpine mountain, loosely based on a peak in the Mont Blanc region. Having chosen from the ten possible routes to the summit, and in which season you wish to make your attempt, you must select from 80 objects those you think will be most needed during your assault on the peak.

Of course, your rucksack can only hold a certain weight of equipment, each piece having its own specific weight. So choose carefully or risk dying of exposure clinging to some inhospitable Alpine rock ledge, or running out of food just when the peak was yours for the taking

The route you have chosen and the time of year, will affect what climbing and weather conditions you will encounter. It is therefore imperative you appreciate these differences when packing your rucksack. Each piece of equipment has a specific weight, and your rucksack can only hold a certain



total weight of kit

Once you begin your climb, you will have to perform a whole range of tasks and movements, such as jumping over crevices and using the pick to make safe footholds or test the ground in front of you with a quick prod - provided you have bought along a pick that!

The screen is divided into various sections including your rucksack and contents, moving hand and feet icons, and a graphic of your face wearing alpine sunglasses whose reflection shows the next part of the mountain to be encountered

There is so much in this game it would take a couple of pages to mention everything. Suffice it to say that Precipice is a very playable, graphically impressive, icon and joystick driven game that will appeal to anyone interested in climbing.

With the Waterskiing World Championships being held at Thorpe Park this September, there should be a lot of interest

in this most exhilarating of watersports

Again, this sport has been given the Infogrames treatment resulting in a three part arcade game covering the three disciplines of slalom, jump and freestyle

Each discipline is presented in a different way, giving the game plenty of variation

In the slalom you have a side-on view of the buoys you must sid round. A successful pass qualifies you for another run, only this time the rope length is shortened making things much trickier

In the jump section of the game, seen from an elevated view, you must guide your skier onto the ramp, hitting it at the latest possible speed. Once airborne, you must keep him at the right angle for landing.

In the freestyle discipline you must make as many 180, or 360 degree spins and jumps across the boat's wake as you can without falling over

The action is viewed from inside the towing boat, although another window shows your skier as seen from the shore

In November and December we should see yet more games emerging from the Infogrames stable, including one based on the cult comic character, Tin Tin

The French Connection

Due later this month are *Passengers on the Wind II*, *L'affair*, and *Sidewalk*.

POTW II is a graphically intensive adventure similar in style to the original, but with a brand new series of episodes, and some new features.

As with *POTW I*, the sequel is based on the famous French comic book series of the same name. The game tries to reproduce the format and appearance of the original books, while taking advantage of the computers added flexibility.

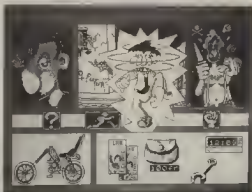
Some people, especially

given is correct, you can go on to the next section. If not, you know you have missed something."

Latest in their detective mystery series, *L'affair* is a graphical adventure set in western Europe. You've been framed for a crime you didn't commit so obviously you want to find out who wants you behind bars.

The game features many high-res pics of various European cities.

By moving a cursor around each screen, you can talk to different characters in each city,



hardened adventurers found *POTW I* a little odd or difficult to use. Many were also upset having reached the end of the game without, apparently, having achieved anything.

As it turned out, not getting a specific letter at one point in the game was enough to guarantee your failure, even though you weren't aware of it at the time.

Catherine explains, "In *POTW II*, you'll soon know if you've gone wrong as a wise man appears at the end of each episode and asks you a question. You must then work

out which of the handful of characters you control should answer the question. If you choose correctly, and the answer

while, at the same time being treated to digitised pictures of their faces.

Available late September or early October on ST, PC, and possibly Amiga, *L'affair* looks like being one of Infogrames' most polished and graphical interactive adventures so far.

In *Sidewalk* you get your bike stolen on the way to a rock concert. Due out in September, and loosely based on a famous French song and movie, the game involves your search for all the different parts of your bike and features superb black and white graphics, in true comic book style. In the UK proceeds from the game will be used to support the Band Aid Trust.

The screen is split into five sections or windows, each used for different aspects of the

game, from movement within a location to interaction with other characters in the game, and assembling the parts of your bike that you've already found. You will also need to have found various spanners, and screw-drivers to be able to assemble the bike!

With its elegant combination of arcade adventure and adventure elements, and show-stopping graphics, this easy to use, icon driven game looks set to be a big hit over here on ST, Amiga, and PC, as well as the three main eight-bit machines.

Also on the way are *Prohibition II*, *Get Dexter II*, *Stryke II*, and *Pigalle*, a graphic adventure set in Paris.

Watch out also for an Amiga mega-game called *Captain Blood*. Expected early next year, *Captain Blood* has been two years in the making and promises to set new standards in Amiga entertainment.

Looking further into the future, Daniel Charpy seems to have a very clear view as to where the market and Infogrames are heading.

"The 16 bit machines will have completely taken over within three years. The ST will have the Lions' share of things during the rest of 87 and most of 88. But the Amiga, or its son or grandson will come back into

contention by late '88 or early '89."

"Infogrames will also be involved in interactive compact disc technology with either Thomson or Phillips. Using CD technology, we will be able to make bigger and better products, with far greater depth and meg after meg of digitised graphics. Our job will become more like that of a film director rather than a games programmer."

"Because there are so few different types of game, the user interface becomes very important. We are constantly looking for new and original ways of presenting our games to the public either with new methods of play or with interesting packaging."

With the products we have under development now, and the ideas we have for the future, I think Infogrames will be around for a long time to come."

If the evidence of Infogrames' current batch of new releases is anything to go by, they will be a major force in the not too distant future.

How refreshing to see creativity and imagination alive and kicking in an industry so often knocked for its blinkered, inward-looking approach to software development.

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S E E I N G I S B E L I E V I N G

The Pawn

the old team

Magnetic Scrolls

Once upon a time (to coin a phrase) there was an ambitious woman, a bright bloke, a new 16-bit computer called the QL, another equally bright bloke, and a nifty little parser.

The two blokes, Ken Gordon and Hugh Steers, both wanted to use Hugh's newly developed parser to produce the definitive adventure game for the newly released Sinclair QL.

The woman, a mental over-achiever called Anita Sinclair, also wanted to exploit the exciting new potential offered by the infant QL.

of nostalgia and dissatisfaction.

"The original release date was October '84, but the first shipments weren't despatched until September '85. Unfortunately Sinclair Research did a pitiful selling job on the original *Pawn*, it deserved better. In fact we've sold more for the Spectrum 128K than they ever managed to ship for the QL."

Not long after this, Magnetic Scrolls signed an agreement with the newly formed Rainbird Software — a branch of Telecomput. The first version of *The Pawn*, to come out under

"There's no doubt that the ST version really established *The Pawn*. Before that it was just another adventure. And the reason the ST version caused such a stir was primarily because of the graphics and the parser. The adventure itself hadn't really changed from the QL version," says Anita.

The Pawn has now delighted and frustrated the owners of many different makes of computer from the Apple Macintosh to the Spectrum 128. And Magnetic Scrolls are now widely regarded as the English answer to the mighty Infocom.

"I make no secret of my admiration for Infocom, I know many of their authors and they're a great bunch. But we deliberately try to differentiate our products from theirs," Anita explains.

The company's second adventure, *The Guild of Thieves*, was released about four months ago, and is already attracting the kind of accolades lavished on *The Pawn*.

Compared with its predecessor, *Guild* is a more mature, more tightly designed game, with better (trickier!) puzzles. How did it all come together?

"An excellent writer, Rob Steggles, did the original script. He's a fun-loving, outgoing kind of guy who could write a fantasy game every day of the week.



"At the time, we were still finishing off *The Pawn* so nobody took much notice of what he was doing. The only brief we gave him was that it would be nice to do a get the treasures type of adventure, and we wanted to keep character interaction, in the game, to a minimum. People don't always like talking to other characters in an adventure, or if they do, they're often not quite sure what to do with them."

The original script is split into a number of sections.

Firstly, every object is identified and given a unique program name. Then all locations are named and given an initial status flag where appropriate. An initial status object or person is something or someone you see only once the first time you enter a specific location. For example, the old man dragging the trunk. If you revisit the same location a second time, the old man will be gone.

The next section of the script



However Anita's plans were to produce arcade games for the new machine, because they could be finished relatively quickly, thus emulating the sound of approaching dosh this year rather than next.

In the end, Ken and Hugh won, and Magnetic Scrolls and *The Pawn* were born.

The QL version of *The Pawn* didn't have any graphics, but contained the same parser as found in later versions.

Now, four years, countless awards, and thirty man-years on, Anita looks back with a mixture

Rainbird, was for the Atari ST.

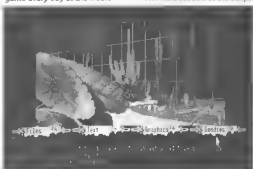
At the time, the ST was still a novelty machine that nobody had got to grips with.

Consequently, everyone who had an ST wanted to see what their machine could do.

The graphics featured in *The Pawn* showed them! Many became adventure converts as a result.

Apart from the impressive graphics, *The Pawn* is also a classy adventure incorporating possibly the world's most powerful and flexible parser.

This, combined with the memorable packaging, had punters rushing to get their hands on one of those shiny blue boxes.



Magnetic Scrolls are the UK's leading Atari and Amigo adventure authors. Here David Blisham delves into the secrets of the scrolls and comes up with some interesting clues to the next generation of adventure games.



is entitled *specials*, and deals with all the puzzles in the game — "if you open the golden cage while the bear is still alive he eats you" — that kind of thing.

After *specials* comes a logic diagram for each character in the game. For example "what would the miller do if you offered him some rat poison?"

Next comes a table of doors and other obstructions. Also listed here is what happens to each door when you try various things such as opening, knocking, trying to unlock it with various keys.

The final, and most bulky, section of *Straggles' Guild script* is the description of each location and what happens there. This forms the basic framework around which all the other information is crafted.

The script took about three months to write and it took the same time again to code the raw information into *Fred*. Magnetic Scrolls development system.

"Fred turns data from

verbose to a manageable form, from a computers point of view. During the coding process we try to think of any little additions that might improve a particular location or puzzle.

"For example, in the first location, you're standing in a boat moored to a jetty by a rope. The script calls for you to jump from the boat to the jetty, but we added the ability to pull on the rope, thus dragging the boat towards the jetty so you don't have to jump."

One of the most impressive of *Fred's* features is the way he handles objects, each of which is given a set of properties which determine what happens to that object in ANY set of circumstances possible within the game.

Because each object can be given such a detailed profile, *Fred* can immediately tell which ones can be picked up, broken or put into other containers. This allows for a high level of reality and flexibility when handling objects.

The remaining parts of *Fred's* huge database contain a "network" showing how and where locations are linked together. There is also a complete list of verbs, synonyms (for example, "drag" is a synonym for "pull"), and scenery nouns (words used to describe objects in a location which can't be productively examined).

So after six months, *Scrolls* had the bare bones of *The Guild of Thieves*. But it lacked atmosphere and felt flat. Now came the time consuming task of putting flesh on the bones.

"We took various bits out at this stage because they didn't really fit or there wasn't room. Sometimes we'd all be a little unhappy with the way a puzzle worked so we'd see if there was a way to jazz it up or add another twist to it.

"At the same time we have to test every situation to make sure there are no logical inconsistencies. This involves us in trying to anticipate what people may try, in order to allow them to have a go, even if it brings them no closer to solving the game," says Anita.

"The testing, debugging, and refining process can take forever but you have to draw the line at some point, otherwise the game would never see the light of day."

The first release of *Guild* was the culmination of nearly five man years of work, including a year for the graphics. Each machine conversion can take up to another six man months, so producing and releasing a top-notch adventure is not a short process. Consequently, *Scrolls* are very concerned about what happens to their games once they're finished.

"We did almost all the pack design, artwork, and layout for the *Pawn* and the *Guild*."

With such an impeccable track record, will it be hard for *Scrolls* to reach or even surpass their own very high standards in future releases.

Luckily for us, we won't have to wait very long to find out, as their next title, another fantasy adventure, again through Rainbird, is due to be launched at the Personal Computer World show later this month.

Looking ahead, *Scrolls* are rushing to complete another adventure by the end of the year. Anita has also found some



time to get back to her current pet project entitled *Upon Westminster Bridge*.

"*Westminster* will be the first *Scrolls* title written by one of us, consequently I think it'll be our best! — no seriously it's a departure from games like *The Pawn* and *Guild*, for a start there's no graphics. It won't be ready for another year though!"

"As to the future, well we'd like to get to the stage where we had a "black box" parser which other companies could use in their games — not adventures you understand, but things like a flight simulator you could talk to!"

In general, we want to carry on writing adventures but maybe get away from always having rooms, objects, and your persona moving through them," she added.

"It would be nice to try something where other "forces" in the game act according to what you do. Imagine two businessmen going after the same contract. You might try something, he may counteract your efforts by doing something else, and so on. The possibilities are immense and, as yet, largely unexplored."

For those of you who haven't played *The Pawn* or *The Guild Of Thieves* yet, you should, and soon!

Bnt be warned. These adventures can cause withdrawal symptoms.



southwest corner of the gardens is a well. Looked. There is a net here.

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Reviews

Faery Tale



As everybody knows, a reviewer's lot is not a happy one. I mean, being paid to play games all day and then write about them is no one's idea of fun — right?

However, from time to time, a little cracker comes along, like a breath of fresh air, breathing new life into an industry much criticized for its lack of imagination and originality. Such a game is *Faery Tale* from MicroIllusions!

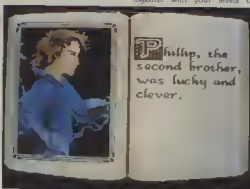
Faery Tale was written in California over six months by programmer, musician, and artist David Joiner, who has created a 17,000 screen magical land complete with underground caverns, mazes, forests, deserts, snow-capped mountains, lakes, castles, villages, and even the Astral World — so the packaging promises.

The name of Joiner's land is Holm, and you play the parts of three brothers in their quest to recover a carved Talisman, stolen from their village, Tambray.

The Talisman had been kept sacred by generations, by the villagers, who firmly believed it had the power to protect the village from all evil.

The theft of the Talisman followed a night of strange goings on which started with a dark, hooded, figure floating through the middle of the village. Not far behind this mysterious spectre, marched hordes of dead corpses and skeletons, all armed with swords and maces.

The ghostly procession halted in the centre of the village and the creatures began performing a heinous ritual which lasted until dawn. When the first villagers ventured out of their houses they discovered the Talisman was missing. And so your quest begins.



When the game is first loaded, you are treated to a graphically sensational picture-book account of the story so far, complete with pages that turn, like some old Hollywood movie.

The game starts with Julian, the first of the brothers, standing outside a wooden hut in Tambray. You only get to play the second and third brothers if and when the first and second ones are killed off.

The top two thirds of the screen are a window looking down onto the immediate area around Julian,

The bottom third of the screen is the status area, divided into three sections.

On the left, a scroll contains a commentary on the game together with your levels of

bravery, luck, vitality etc. These affect your performance during combat and can be improved by eating and gaining experience in much the same way as with many *Dungeons & Dragons* type games.

In the centre of the status area is the control box, with which you communicate with the game. Here you can instruct Julian to eat, sleep, use magic, or buy, give, pick up, and use any object being carried or within range. You can also talk to other characters in the game and 'look' around, which,

when used in the right places, often reveals hidden objects of great importance or value.

The right hand section of the status area is a stone tablet, carved with the eight principle points of the compass. You can make Julian move in the required direction by simply clicking on the relevant part of the compass.

As Julian begins walking around the village, so the screen smoothly follows him, lagging slightly behind, so that, when he stops, the screen scroll continues for a second as it too, slows and gently stops — very neat!

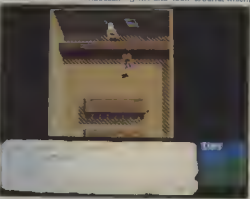
Although the view is essentially plain, the hut where you first encounter Julian, as with all buildings is seen from a slight angle allowing you to see both the south and east facing walls.

In this case, the south wall has a door which will automatically open if you move Julian towards it.

After a slight, and annoying, pause of about eight seconds for disk access, Julian enters the building where you are given a view "through the roof" onto the proceedings below (if you have the "music" icon switched on you will notice the music changes as you enter the building, and reverts to the "outside" soundtrack when you go back outside).

Faery Tale, is full of neat touches like the day and night feature. With superb music and digitised sound effects, together with well designed graphics plenty of characters to meet, both good and evil, and lots of objects to find and use, this first class animated adventure should keep adventure and arcade adventure freaks occupied for ages — highly recommended.

- Graphics 9
- Sound 9
- Value 9
- Playability 9



Reviews

the cd team

Road Runner



Everybody has their favourite cartoon characters. For some it's Tom and Jerry, others swear by the Pink Panther, but for me nothing could match the blank look of resignation on Wile E. Coyote's face seconds after he has eaten a whole bag of Acme earthquake pills and decided that perhaps

The answer is a resounding YES! Although RR is by all accounts a simple game, it nevertheless possesses all the pre requisites of an addictive, fast moving arcade romp.

The game has four basic levels which are repeated, with added extras, for levels five to eight, nine to 12 etc. In each level, you control Road Runner as he tries to gobble as many piles of bird seed as he can, without getting nabbed by Coyote.

Of course, life is never that simple, and soon RR has to contend

presented, their Latin name is displayed beneath them. These, often hilarious, names change from game to game.

With the formalities over, it's down to the serious business of scoffing bird seed. Level one begins with a meandering road full of neat little piles of seed. At the back of the first screen is a cave, cut into the rock. At the moment, there is a board, nailed across the cave's entrance. The board says "closed".

As RR begins collecting the seed, he has to avoid not only Coyote but also a series of trucks that rush along the road from left to right. If you get run over, you loose a life, but if you can lure Coyote into the path of an oncoming truck, you get a bonus.

A bonus is also awarded if you eat every pile of seed. If you miss five piles RR will faint and lose a life.

The road soon turns into a cliff path, full of hair-pin bends that slows RR down if he runs too close to the edge. If you manage to get to the end of the cliff path it's on to level two.

Having failed in level one, Coyote resorts to various gadgets, in level two, to help him nab you



The most obvious difference between levels one and five is the introduction of mines which blow up when stepped on. The bad news is that mines are normally to be found right next to seed, making eating a much more precarious business than before.

When you start your next game, and providing you got past level one, the cave, remember the cave, will no longer be blocked. If it can now be used as a short cut to the last level played in the previous game — v. useful!

With typical cartoon-like chase music, excellent sprite design and animation, and simple but effective gameplay, Road Runner will make a worthy addition to any ST arcaders collection.

C+VG HIT!

- Graphics 9
- Sound 8
- Value 8
- Playability 9



this wasn't such a neat idea after all.

As with many of the most enduring, and enduring, cartoons, Road Runner relies on the simple, but effective, one against one theme, for its success.

Every plot involves Coyote chasing Road Runner but never quite catching him, always being thwarted by RR's superior speed and cunning, or tripping over his own ineptitude.

So has Road Runner ST, converted from the arcade, captured the atmosphere of the cartoon?

with falling boulders, mines, and other hazards that we know and love from the cartoon series.

Each level is comprised of a horizontally orientated map anything from eight to about 12 screens wide, and one screen high. The action is seen from an elevated side-view and the ultra-smooth scroll follows the movement of RR across the map from right to left.

By making the foreground scroll, while leaving the back ground static, the game is given a feeling of depth which, in part, offsets the rather simplistic, stylised foreground graphics.

Level one starts by introducing us to the two main characters in the game, namely Road Runner and Wile E. Coyote. As each is

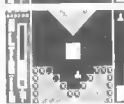
Hades Nebula

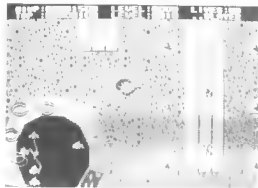


Two more titles to add to the ever increasing number of vertical shoot-em-ups for the ST (see also June C+VG), both less than perfect.

Aitar is infogrames latest offering, and features extremely slick graphics giving the whole game a distinctly metallic feel. Almost anything can be destroyed and most things animate when hit.

Unfortunately most of us will





never see much of this designer programming, because the game is just too hard to play, and even requires the use of the keyboard to utilise certain weapons

Although Altair is way above

average on the presentation and general flashiness scales, it doesn't wear you gently into the really tricky bits, by giving you a few easier levels first.

If it did, you would have a sense



of achievement giving you the urge to go back and get further next time, an urge you just don't get here

Hades, Nebula, the latest offering from Nexus, is another flawed shooter, this time suffering from frustratingly sluggish controls, giving you the feeling that the game is being played in a huge bowl of very thick galactic syrup

HN does have redeeming features like well designed graphics and even mining platforms, from which rebels release

pods giving you extra speed, fire power, and weaponry. But none of this helps you forget the fact that Nexus expect you to save the world flying the equivalent to a 50cc moped with wings on.

	Altair	Hades	Nebula
• Graphics	10	9	
• Sound	8	8	
• Value	6	6	
• Playability	7	5	

Barbarian



The three previous releases from Merseysiders Psychosis have all belonged in the "floored master piece" dept; being ambitious offerings with impressive packaging and graphics, but with little or no real gameplay to match the outstanding presentation.

So was Barbarian, the latest effort by Psychosis programmer David Lawson and artist Garvan Corbett destined to fall into the same category?

Happily no. Although Barbarian still exhibits some of the failings which held back Arena and Bratoccos, overall these are far less in evidence, and are outweighed by tight game design and good playability.

Barbarian is a four-way scrolling combat arcade/adventure in which you, that's Hegor the Barbarian, must brave the fearful realms of Durgan, an underground world created by your erstwhile brother Necron for him and his hideous band of followers.

Necron is so awesomely evil that he can only be killed by an equal and opposite force of good and, yes you guessed it, you're the only one with a big enough



halo for the job, and after all, he did his favourite dragon, Vulkaran, to kill your father a couple of years back, so there's a spot of revenge mixed up in the plot too.

Anyway, here you are at the entrance to Durgan, armed only with your wits and a gleaming sword, given to you by a mysterious druid just before he disappeared behind a tree. Later in the game you'll find arrows and a bow, which lets you kill things from a safe distance.

Control is via a keyboard, mouse, joystick, or any combination of these. Joystick control is 'not recommended' in the players guide, and small wonder with all the different actions that Hegor can be made to perform.

These include walk in all four directions, stop, run, attack, defend, flee, pick up, drop, use and jump (a different action depend-

ing on whether you're walking or running)

During combat, you are treated to a whole gamut of digitised grunts and groans, as Hegor butchers away at whatever monstrosity is unfortunate enough to be within hacking range. To defeat your foe timing is crucial.

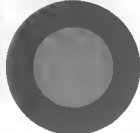
When you eventually do kill someone, or something, their spilt swirls up into the air crystallising into a skull with sparkling ruby eyes which then dissolves into nothingness.

Apart from the more obvious living, or semi living, video nasties, the game is packed full of Indiana Jones type collapsing bridges, trap doors that suddenly open to reveal archers like mutated jack in the boxes, and spikes, activated by pressure pads in the floor, that have a nasty habit of dropping down from the rock ceiling with alarming speed, ready to install air conditioning in your brain.

And, if you do persevere, you'll be richly rewarded with the sight of new, and even stranger looking animals, not to mention traps of an extremely devious nature.

• Graphics	10
• Sound	9
• Value	8
• Playability	8





Reviews

the old team

Colonial Conquest

► MACHINE: ATARI 2600
► SUPPLIER: STRATEGIC SIMULATIONS/US. GOLD
► PRICES: £24.99

The late 1880s and early 1900s marked the grand age of imperialism. Great Britain, the U.S., Germany, France, Russia and Japan were all involved in the pursuit of world dominance.

Now you can relive that era and leave your own mark on history, as the head of any of these great powers, in a bid to colonise as much of the free world as possible, while fattening the domestic coffers, and defending your shores against attack from other major powers — all as greedily as you!

There are three scenarios, standard, 1880, and 1914. If you choose the standard scenario, all the major countries control only their own areas at the start of the game, and the army strength and net-worth of all minor countries are randomly set.

With the other two scenarios, each country starts with the addi-

tional areas that they actually controlled at the time, and the army strength and net worth of minor countries are present to reflect actual historical fact.

In addition, if the computer controls Russia, France, or England, that country is deemed to be at war with Germany, and vice-versa.

Up to six humans can play Colonial Conquest, but if you can't get hold of five other power-crazed individuals, the computer can always be relied on to act as a stand-in imperialist!

Having chosen which of the three scenarios you wish to play, and which country you want to represent, the game commences in earnest.

Colonial Conquest consists of three phases: building, movement, and combat. During the building phase, each player in turn can build up his land and naval forces, as well as fortify army installations. You can also offer economic aid to neutral countries in the form of a loan which they will use to build larger armies. You can even lend money to a com-

puter-controlled major power in an attempt to curtail its intentions of attacking you.

If you intend attacking a minor country with more than just brute strength and ignorance, there are two more ways to ensure your victory.

Firstly, you can send spies into that country to ascertain the strength of its armies and the value of its treasury.

Secondly, you can try to undermine that country's military strength by causing a coup d'état. If you spend enough money, a coup will occur and you will be in control of the country without having to lift a single military finger.

The second phase, movement, is used to move armies to adjacent countries. If the destination country is neutral, or controlled by another major power, this is seen as an act of war and battle ensues.

The same rules apply to naval incursions, except that a ship can sail to any other port on the map. Each ship can only carry 1000 soldiers and all are lost when you suffer a defeat at sea, so it's important to co-ordinate the movements of your navy in the most efficient manner possible.

The final phase, combat, is where players see the results of the decisions they made in the previous two phases.

In this computer-controlled sequence, the game scrolls over the 4 x 2 screen map of the world, showing the result of each individual battle by the colour in which disputed territory is filled.

No change of colour means the defending power managed to hang on to control of that country.

As each player inputs his or her instructions for each of the game phases, the other players must look away from the screen. This is a perfect time for the other players to indulge in a little diplomatic banter or back-stabbing. The ability for players to make and break peace treaties and agreements, and to gang up on one another, makes the game similar in some respects to the excellent board game Diplomacy.

As you delve deeper into Colonial Conquest, you realise just how much thought went into the design of this computerised board game.

The ST conversion (another by Hungry's Andromeda Software) is proficient and bug-free, and should appeal to anybody who likes Risk, Diplomacy, or a spot of armchair dictating.



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STRATEGIC SIMULATIONS, INC.
VERSION 1.1

STATUS
NEXT GAME

SAVED GAME

2) SCENARIOS

STANDARD GAME

1880 THE RACE FOR THE COLONIES

1914 THE BRINK OF WAR

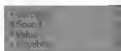
3) PLAYER SETTINGS

	A	N	C	0	1	2	3	4	5	6	7	8	9
ENGLAND	A	N	C	0	1	1	2	3	4	5	6	7	8
GERMANY	A	N	C	0	1	1	2	3	4	5	6	7	8
FRANCE	A	N	C	0	1	1	2	3	4	5	6	7	8
USA	A	N	C	0	1	1	2	3	4	5	6	7	8
JAPAN	A	N	C	0	1	1	2	3	4	5	6	7	8
RUSSIA	A	N	C	0	1	1	2	3	4	5	6	7	8
EXIT	A	N	C	0	1	1	2	3	4	5	6	7	8

4) WINNING SCORE

1000 1500 UNLIMITED

YES TO MAIN YES TO SELECT





Reviews

the 4 team

Deluxe Paint II

► MACHINES AMIGA
► SUPPLIER: ELECTRONIC
ARTS
► PRICE: £130

Electronic Arts were the first company to take the Amiga seriously. They were working on a range of titles for the new wonder machine months before its release in the Autumn of 85.

One of these, *Deluxe Paint*, became an instant success and achieved an unprecedented 50% penetration amongst Amiga owners by the end of 1985.

menicalled "effects". These are Stencil, Background and Perspective.

Stencil allows you to literally make a stencil of your painting. Imagine you have painted a landscape but decided you want it to be set against a sunset instead of a cloudy sky. No problem! Just make a stencil of the colours you've used in the cloudy sky. All the other areas of your painting will now form a stencil through which you can paint.

How many times have you made a mistake and wanted to go back to what your picture looked



like five minutes ago? And of course you were too lazy to save before you made your fatal artistic blunder.

Well now you don't need to worry because using Background, you can "fix" your current painting to the screen and then paint over it safe in the knowledge that if you click on "clear screen" at any time, only the bits you've added after fixing the background will be cleared, leaving your "fixed" painting as it was when you last used the background feature.

Perhaps the most impressive new feature in *Deluxe Paint II* is Perspective, which allows you

not only to define the position of the vanishing point in your picture, but to cut out a brush, rotate it into any plane you want by twiddling its x, y, and z axes and then paint with it. In the plane you have just created. You can even cover the whole plane with wall paper made up from any pattern you care to use.

Deluxe Paint II has well over a hundred new features making it a must for any Amiga owner with a creative bent. Owners of *Deluxe Paint I* can get an upgrade for about £30. For the rest of us the price of £130 may seem a little steep, but you are getting the best!

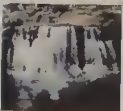
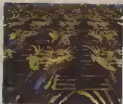


Although flushed with the success of his program, Dan Silva didn't rest on his laurels. Instead he set about creating *Deluxe Paint II* almost as soon as the original was completed.

A year later the sequel was ready, running faster and packed full of tasty new features - many suggested by *Deluxe Paint* users.

The August 1986 issue of *1+VG* carried a review of *Deluxe Paint* and we'll be reviewing *Deluxe Paint II* in depth in the near future. But for now, here's a

glimpse of three of the most impressive new features to be found in *Deluxe Paint II*: Stencil, Background and Perspective. The features are all included in a new



Academy

- MACHINE: ST
- SUPPLIER: CRL
- PRICE: £19.95

The executive version of *Tou Cee*, *Academy*, has finally reached the ST. As a trainee skimmer pilot, you enroll in the galaxy's top training school, the Galcorp Academy for Skimmer Pilots — GASP.

At GASP, you will learn to customise your own skimmer, by selecting its physical characteristics such as well as what weapons and displays to include.

You will also participate in many

classes, so secret only qualified pilots are told about them.

Once you graduate from GASP there's 20 real live missions just waiting to get you killed!

The ST version of this CRL classic is essentially the same as its 8 bit predecessors, but with a host of graphical bells and whistles to tuck it up for its first 16 bit outing.

If you fancy a thinking person's arcade game, then *Academy* is for you.

- Graphics
- Sound
- Value
- Playability

7
7
9
8



Impact

- MACHINE: ATARI ST
- SUPPLIER: AUDIOGENIC
- PRICES: ST £14.95
- AMIGA £24.95
- VERSION TESTED: ATARI ST

If you thought you'd seen the last of the Breakout clones, think again because Audiogenic have come up with a little gem called *Impact*, available for both ST

and the Amiga. Both versions are identical.

Although on the face of it, *Impact* looks close enough to *Arkanoid* to make Audiogenic's lawyers tremble at the knees, in fact there are a number of fundamental differences between the two. Indeed many people may end up buying them both.

The three main features which set *Impact* apart from all other

similar products are the digitised sound effects, the icon/weapon system, and the screen editor.

Along with *ST Gauntlet*, *ST Impact* must boast the most impressive sound effects yet to grace the Atari 16 bit range. Every fanfare and effect has been sampled to give the game an atmosphere far superior to that possible using the ST's own humble sound capabilities.

Each time the ball hits your bat or one of the brick wall sides, a musical note, of randomly chosen pitch, is played. Close your eyes and you could be forgiven for believing you were listening to someone improvising a tune on a xylophone.

As with certain other games of the same ilk, various sundry items soon start floating towards your bat during play.

These objects range from black holes to *Invidor*-style space ships, and have the annoying habit of deflecting the ball at all sorts of embarrassing angles.

What makes this feature tolerable, however, is the fantastic sampled explosion that bursts out of the monitor whenever one is destroyed.

Equally impressive is the fanfare that greets you at the start of every game, and the sound effects that accompany wailing to the next level and the "game over" message. When you lose a life, the program emits a sound not unlike the mating call of a sperm whale — but played backwards!

But ball movement is smooth and the bricks disintegrate, pixel by pixel, when destroyed.

As with similar games, many bricks must be hit two or more times before they bite the dust. Some deflect back your laser — a particularly nasty way to go! — and some are plain indestructible.

In addition to these, some screens also contain five bricks, each with one of the letters of the word BONUS. Destroy these in order and an extra life is awarded.

All the action takes place against a scrolling starfield, making the ball much easier to follow than in *Arkanoid*, although this also means the screens lack the 3D feel achieved in the latter using the shadows cast by both bricks and ball onto various textured backgrounds.

Further sound effects can be heard when either bat or ball is given extra powers or weapons.

There are nine different powers you can use, each costing between one and nine bonus cap-

sules. These capsules can be caught as they drop down the screen when certain bricks are hit and destroyed.

The nine powers are shown in a 3 x 3 matrix of icons, situated beside the play area. These are arranged in order of cost (in bonus capsules) from top left to bottom right.

The flexibility of the weapon/icon system introduces an element of strategy to *Impact*, not present in other breakout clones. Being able to choose what icons, or combination of icons, to activate, sets the game above the rest. And as if that wasn't enough of a reason to buy it, there's the small matter of eighty different screens.

Mercifully programmer John Dale has implemented a password system allowing instant access to high levels.

So, after you've completed level ten, the program gives you a password which can be entered at the start of subsequent games allowing you to skip the first nine levels. A new password is given every ten screens.

But, after all this, *Impact* still has one final goody at the bottom of the sack — the screen editor. Although there are 80 pre-defined levels, screens S1 128 have been left blank for the user to create his or her own walls of any shape, size or colour. These can then be saved off, and accessed and played immediately by entering the correct password.

Combine the editor feature with the incredible sound effects and the icon weapon system, stir in liberal portions of playability and addictiveness and Audiogenic have a sure fire ST and Amiga winner on their hands.

- Graphics
- Sound
- Value
- Playability

8
11 out of 10
10
10

SYSTEMS ARCHITECTS

[illegible]

See Amega Listing for Prices of ST Integrate Advantages

Please make cheques payable to Systems Architects Ltd. We also accept Access and Visa. Cheques subject to availability.

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6/9 MARKET PLACE, KINGSTON UPON THAMES, SURREY KT1 4BR



Karate Kid II

91



Cornish

the cd team

Company Profile

There's a war and it can only be good for the public. Hardware and software prices will continue to fall. By January or February of next year, we may have TV modulated versions of both the ST and the Amiga, with internal drives, selling for £199. Both machines are going to be perceived as top end games consoles.

"Within a year, sixteen bit software price points will have come down to £9.95, £11.95, and £14.95. There will be a few premium priced products but they'll have to be very special to sell for £25 or £30."

"People talk in terms of who will win. Atan or Commodore. I think there is enough room for both the ST and the Amiga to survive and do well."

So says John Symes, boss man of Microdeal.

Microdeal began as a publisher and distributor, eventually specialising in Dragon and later QL software. Having outlived both machines, Symes made a decision two years ago, to publish games and utilities for the brand new Atan 520 ST.

First out of the starting blocks was *Time Bandits* which, along with *Bratacos*, was one of the first arcade/adventure games released for the ST.

Despite a less than modest installed base *Bandits* sold well because ST owners had virtually nowhere else to go. With so little competition, Microdeal soon

established itself as one of the countries leading publishers on the ST



Microdeal have gradually built up a tightly knit core of about 13 programmers, musicians and graphic artists who are responsible for the majority of the company's new games.

"We don't tend to loose programmers once they're working with us. They are well paid, get lots of perks, they go to all the exhibitions. In fact, six of our top guys are off to the States in November."

"We don't commission people to do programs for us. What we do, though, is have regular bi monthly meetings where all the programmers and artists get together and exchange ideas, routines and other tricks and tips."

"Steve Bak, who worked on *Goldrunner* and *Karate Kid II*, often chairs these discussion groups, where we also evaluate what kind of games are likely to sell in the near future."

"There is never any question of a programmer jealously guarding their latest routine. Everybody enjoys a free flow of information so that we all benefit. That way we have a much better chance of staying ahead of the pack."

"We have about seven original titles being developed for the ST at the moment. Many of these involve programmers, working from home, so I insist

on having a "work in progress" or demo disk from each programmer, or a group of programmers, at least once every two months, and more often towards the end of a project. It's important to always know how each game is progressing and whether there are going to be any major problems."

"We don't really use outside evaluators to play test or debug our products. The programmers are their own most severe critics."

When it comes to money, John has a fairly relaxed

attitude. Although most programmers are payed on an advance and royalty basis, he will listen to any deal put in front of him.

"They will almost always make more money in the end on a royalty deal, but sometimes someone needs a cash lump-sum to buy a car or a house, so I'll buy the game outright if it helps them."

Apart from publishing home grown games, Microdeal also has the European rights to the complete catalogue of US based Michtron, who specialise in ST utilities such as *Back up*, *Zoomracks*, and *Mighty Mail*.

The Games

Past hits from the Microdeal stable have included *Karate Kid II* — the only martial arts game to be launched off the back of a successful film. The Amiga version has now been released and features 12 extra screens (see June C+VG for full ST review).

One of the most graphically impressive vertical shoot-em-ups to appear on the ST was *Goldrunner* — a Microdeal hit in the Spring.

Apart from super fast scrolling and moody graphics, the game also featured a memorable soundtrack complete with some of the first

digitised speech ever to be used in an ST game (see June C+VG for full ST review).

As with *KKII*, *Goldrunner* is being released on the Amiga, and what a treat to the eyes and ears that promises to be.

Microdeal have also had the distinction of releasing the first isometric game for the ST. Called *Airball*, the game is set in the evil wizard's castle, where you have to find a spell book before you can change back from a balloon to a human.

The castle has 150 rooms packed full of exquisitely designed stone walls, statues, ice-stalagmites, and a hundred other graphical delights.



Cornwall is famous for its smugglers — but if only pirates set foot in St Austell they'd soon find themselves hanging from the highest yardarm. Why? Because this town is the home at Microdeal, at the cutting edge of ST and Amiga games software.



What is surprising is that it was more than 18 months after the launch of the ST before a company launched an isometric game for the machine. Consider just how many 8-bit ones there are, and you wonder why it took so long! Anyway, *Airball* was definitely worth the wait and has set a standard others will have to follow (See August C+VG for full ST review).

Still on the subject of *Airball*, Microdeal are due to release *Airball Construction Kit* soon. This nifty utility allows you to construct your own castle, room by room, adding all the graphical details used in the original.

You start by defining the dimensions of the room together with the walls which have exits. You can even set the height of each exit, making some at the top of stairs etc.

Once you've set up your room framework, you can start

construct an entire 150 room castle, ACS should appeal to all those frustrated arcade adventures that always felt they had an isometric game lestering inside them just waiting to get out — held back merely by the minor detail that they don't know the first thing about programming!

Apart from ACS, Microdeal have at least five other ST originals in the pipeline. First up is *Black Che*, an adventure with a secret plot full of neat looking animated graphic locations. The game also features various sub-games where you must solve specific problems on screen before progressing.

One of these involves you deciphering an ancient matchstick problem. You know the kind of thing — arrange five matches in a square, move one and make a square instead.

used to be a lordly lion.

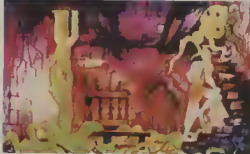
While zapping around the place in your time machine, you've also got to avoid meeting the hyper evil Schark, who is always on your tail looking for a way to thwart your plans. Needless to say *Tanglewood* is played in real time!

Leathernecks, Microdeal's next arcade title, is a vertical,

according to plan, the game should be ready by mid-November on both the ST and Amiga.

One final project Microdeal have been working on, is a laser disc game called *Journey to the Lair*.

Based on the *Dragon's Lair* laser disc game that amazed arcade goers a couple of years



ago, *Journey* uses the picture disk from the original and includes a user interface to let ST owners play a more adventure orientated version of the same game.

"There's one small catch though they need a laser disc player to play the game. At the moment they cost about £800 so we're treating this project as a learning exercise so that when the hardware catches up, we'll be ready to take advantage of the new technology and produce games of a completely new genre. It may take a few years yet though."

By this time next year, all Microdeal's new products will automatically be released at the same time on both the ST and Amiga.

"In the meantime we're just going to do what we're good at, which is being successful at giving other people a tough time. Other people being anyone who is trying to knock US off the top of the pile!"



adding objects that can be picked up, together with hazards, statues, trees and other pieces of scenery.

Although it will take an estimated three months to

The other adventure on the way from the Cornwall Coders, *Tanglewood*, is another highly graphical affair, this time centred around the exploits of five characters, all under your control.

Each character behaves in its own sweet way, and has different problems to solve.

Some of the characters you'll meet in *Tanglewood* include a waslaby who has lost his bounce and has difficulty climbing ladders. There's also a frog who

scrolling wartime shoot 'em up, very much in the *Commando* / *Kan Warriors* mould.

The *Leathernecks* project team were being kept very much under wraps, but it sounds like this one will really take full advantage of the ST's advanced graphical capabilities and provide ample satisfaction for up to three killers at once!

In complete contrast, another project on the secrets list is a new soccer game "from a completely new perspective, as you've never seen it before," enthuses John. More than that he was not prepared to say!

Flushed with the success of his last licensing deal, *Karate Kid II*, John is busy putting the final touches to his latest film deal.

The film in question is already out, and if all goes



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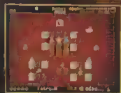
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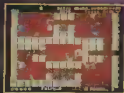
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TECMO

Tony Tokoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look of the gems in this issue — an exclusive review of *Outrun*, plus a red-hot news on Nintendo games coming soon from the US/Japan. So stay with C+VG It's where the NEWS is!

Before delving into software a little word of warning to any of you thinking about buying games direct from Japan or the US.

Nintendo has released three different versions of its console, one for the UK, another for the US and one for Japan. What this means is that you **cannot** run a Japanese cart on a UK or US system and vice versa.

The carts are the same size but they will bomb when you boot them.

Sego's Japanese carts will not even fit into a UK/US console as they are slightly larger. However you can buy a US cart and run it on a UK system.

In case you are wondering why they did this the answer is really quite simple. Each territory can set its own prices and not have to worry about imports from abroad at a lower price. Sneaky, huh?

I also have to come clean over my own personal views of the systems. **Sego** as you may already know I rate very highly. In fact I used to think the **Nintendo** system had no chance at all against it. Well, things have changed.

Firstly I discovered *Super Manos Bros*, this game makes it worth buying the system, it is so playful!

Secondly I found that the **Nintendo** is actually way ahead of **Sego** in Japan and third party software reflects this — see the US/Japan release schedule for **Nintendo** — with some really brilliant coin-op conversions coming available.

Unfortunately there is a qualification to this enthusiasm, **Nintendo's** own catalogue is pretty old, and there is no real hint of when these hot third party games will get to the UK.

Sego has got its act

together and has a very big catalogue of quality arcade conversions currently available.

The **Atari XE** is very much the dark horse, there are thousands of Atari 8-bit owners out there and the XE is simply an 8-bit machine with a very tasty new casing.

So who is going to buy it? Atari is pitching it at the under 10 year-olds and new console/micro owners selling at £80 for the basic unit (upgrade to a micro for an extra £40 pounds) with games starting at £5 pounds.

Just one more point to make before reviewing the games, those controller pads from **Nintendo** and **Sego** it is really driving me nuts using these things!

They are OK on a few games but generally they are naff and fiddly.

Now the good news. New joystick controlled have been designed by both **Sego** and **Nintendo**, so hopefully we will not have to suffer for a long.

You will have read in last month's C+VG about the different packs offered by **Sego** and **Nintendo** (Basic and Deluxe) and all the games to be launched with them.

Rather than harp on about the same games (boor- ing!) I will give you a taste of two new hot games, **Outrun** on **Sego** (an exclusive no less!) and **Nemesis** on the **Nintendo**.

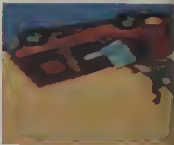
I'll be back next issue with tons more hot stuff from the wacky world of games consoles.

But if there's anything you'd like to see on these pages write to me of Mean Machines, Computer and Video Games, Pnary Court, 30-32 Farningdon Lane, London EC1R 3AV

TAK

REVIEWS

● **Outrun** is the current hot car racing sim from the arcades at the moment, it comes on a 256K cartridge for the **Sego** and will retail at £24.95. The version I reviewed was pre-production and has a few rough technical pre-production and had a few rough technical edges, but there was enough there to convince me of its quality.



● **Outrun** pile-up!



● **Night rider!**

The overall aim of the game is to complete all six sections of the course, with each section having its own time.

There is a zippy little attract mode which demos various levels from the game, a res-up of the **Outrun** logo and a high score display table to keep track of those curial scores.

On entering the game you can choose from three backing jingles — *Passing Breeze*, *Splash Wave* and *Magical Sound Shower* (my fave!) You are then placed on

S

the start line in your £74,000 Ferrari Testarossa with the flag-man happily waving you on.

The graphics are minutely detailed and you could really mistake this for the arcade version. Even better, this game plays like the arcade, and you can use the same tactics as you did on the coin-op.

You find yourselves driving blind into and through corners not knowing what is at the tip of a hill or around the next bend. The backdrops and signposts all whizz by convincingly and in colourful detail. The road widens periodically from one to five lanes and various hazards in the form of cars (— from Porches to VW beetles) — and sharp bends appear out of nowhere to threaten you.

Here is the bottom line: **Outrun** has all the thrills power of the arcade version, it has detailed, colourful, graphics and it even managed to keep me away from MY flash red sports car.



● Ready to Outrun!

for many an hour. Need I say more?

● T.T.'s Thrill Rating — 9

NEWS

● In case you're a rider, just what the Japanese system looks like then, wonder no more. As you can see the **Sega** unit is larger than the **3D** version and has the controllers attached to its sides. The joystick ports and coin slot are at the front with the bridge fitting on top. With it, you prefer the white of Japan, or the black of the **Nintendo** unit is nice.



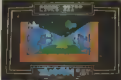
● Japanese Sega



● Japanese Nintendo

le impact against the units all fit snugly into its slots. Unlike the U model the bridge slots in on top, and it's thin profile. Another difference is that Japan has a U curve system for the **Nintendo** which nobody except you truly was mentioned before. Think of genius potential.

● All you bring fans a leap easy as **Punch-Out** has arrived for the **Nintendo**! No release date has been set for the UK, but you can as I know you'll know! ● That old class **Zaxxon** has been revamped, and **Sega** will be releasing it.



● Zaxxon on Sega

game system in November. This game features special 3D presentation with the **Sega 3D glasses**, so prepare to do some ducking and weaving as those missiles leap out at you.



● Refine and later



● It's before the time! In your hand, the inside appears to be a really look at the prototype of **Sega 3D Glasses** as well as a pic of the finished product. They only have a six foot and a half inch high.

● In a real arcade but so I'm changing a little bit this month by bringing you pics of **Nemesis 2** and **R. Type** on the **MSX** format.



● Nemesis 2



● It's a sneak peek of the new 8000 based micro. I think you will agree it will look like getting into the new processor they are currently writing **Space Harrier** on **Sharp 8000** based micro. I think you will agree it will look like.



● Space Harrier

TONY'S TIPS

Since the C+VG team gave you all the hot tips for **Super Mario Bros** (boa hiss!) I will have to settle with tips for **Alex Kidd in Miracle World** (Sega) and **Ikaru Warriors** (Nintendo).

Nothing bugs me more playing a game than getting through to level 999,999 then dying with just one more level to beat! So here is a cheat for **Ikaru Warriors**. When you have lost your last life and still on the game screen press the letters **A-B-B-A** on your control pad and you get three more lives continue where you left off.

You can also let a friend join you in the middle of a game by having him plug his controller in port 2 and enter the letters **ABBA**.

TONY'S TOPSCORE CHALLENGE

Reckon you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your fave game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London!

I'll invite you in, show you round, let you play on my coin-op machines, maybe even feed you.

Send your hi-scores in on the coupon below OR just visit the C+VG stand at the Personal Computer World Show and give the coupon to a C+VG person.

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phobey

ADVENTURE news

This month brings a sorry tale from readers, in response to Helz Schulte's difficulties with Vansoff's Arena. A prize game offering "up to \$60,000" you remember, which come with no instructions

First, a letter from Charles Sharp the author of the game, who shares Helz's dismay over the way he has been treated by Vansoff.

Charles himself is "totally disillusioned with the company". If you write to Charles Helz, enclosing an envelope with reply paid, he will give any help we need, except the answer to the competition question. Charles' address is: 4 Osprey Gardens, Sheffield S2 5GE, Yorks. Thanks, Charles!

So what was the matter with the package? Next in the pile was a letter from long-standing C+VG readers Andrew Bethell, whose younger brother bought a copy of Arena.

It arrived on a cheap cassette (no box) with a slip of paper reading "What is your enemy's weakness?" That was it! "I think it warrants looking into," writes Andrew. Finally, Michael still plays of Cardin, has actually managed to play the game in conclusion. "Lucky fellow" you are thinking enviously, "It must be \$60,000 better off" you'd be wrong!

He sent off the slip straight to Vansoff some 11 weeks ago and still has had no reply.

"Please tell you get in touch with Vansoff and tell them that I have completed their game. If it is not possible, then please print in your column the prize was just a big con," says Michael.

I passed all the details on to C+VG's ad chief Garry Williams who reported that Vansoff is no more. Yes — you were conned!

In the July issue, we recommended readers interested in joining a club to think seriously about

subscribing to the Adventurer's Club. Unfortunately, we printed the incorrect address of the club.

The CORRECT address is 64c Menelik Road, NW9 6BC (as originally printed) London NW2 2NN. (Telephone 01-794 1861.)

A year's subscription will cost you \$11.95, but members of the ex-C+VG Adventure Club, can get a special discount of \$1, by enclosing the special token printed in the final C+VG club newsletter.

The Members Dossier is the journal of ACL, and contains adventure clues, reviews, and articles by the likes of Tony Bridge, Mike Gerrard, Pete Austin, Fergus McNeill, and KG.

To celebrate its association with C+VG readers, it has now adopted a new format, with a distinctive front cover, an coloured paper, the cover staple foregone for seal right through the middle of the double-sized pages, making it much easier to handle and store. It is mailed directly to all members.

Add here's your chance to receive this, plus all the other benefits of ACL membership absolutely FREE!

Every month, thanks to Henry Mueller, I will be awarding one year's free subscription to the STAR letter to the C+VG Adventure Helpline. If you are already an ACL member, don't worry — your subscription will be made for your membership to be extended by a year — so you will still get the same benefit.

The winner of this coveted prize will be announced each month in these pages, starting from next month, so get writing!

New members of the ACL should note that the Club issues a double-sized Dossier at this time of the year, which it closes down for holiday during the month of September. The phone-in Helpline and all the other services of the club,

recommence on 1st October.

After a long spell developing the Knight Orc adventure system, Level 9 have two new titles in the pipeline. One will be a fantasy game, and a second, a modern day adventure.

Depending upon as-yet unsigned contracts, the modern day adventure looks set to be published by Rainbird Software. Level 9's own new release, will be on show at the end of the PCW Show.

Meanwhile, Rainbird are releasing *Time Into Magic*, a strategy comprising updated versions of the old Level 9 favourites, *Lord of Time*, *Red Magic* and *Price of Magic*.

Adventure specialists Adventurers East are looking to produce a new adventure system for their own games. Mike Woodcroft, Adventure Soft's boss is inviting enthusiasts to write to him, to suggest what program features they would like to see in the perfect adventure.

The third *Koravon* saga from Magnus Schulte is due to hit the shelves in October for November. Watch out for a preview version on demo at the PCW Show, at the end of September.

WIN PROJECT X and O-ZONE

Compass Software are the publishers of Project X, The Microman, Demon From the Darkside, and The O-Zone. Compass are offering 10 copies of Project X PLUS O-Zone to TEN readers who can answer the questions on our Compass Competition coupon.

The games are available for Spectrum only in conjunction with the competition. Compass are offering the two games, normally selling for \$5 the pair, of \$3.95. If you wish to order the games direct, rather than enter the competition, fill in the

Compass Order Coupon, and send it, together with cheque or P.O. for \$3.95, to Compass Software, 36 Globe Place, Norwich, Norfolk NR2 2SQ. Or of course, you could keep the order coupon by you until you see the competition results.

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And don't forget C+VG's Adventure Helpline will be in operation at this year's PCW Show in London. If you're at the show, drop by and say hello to Keith and the team.

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preview

THE ENCHANTR

Cult adventure author Fergus McNeill is well known for his *Abstract Concepts*, and you'll find them in force in his new adventure *The Enchantress*. Keith Campbell brings you an exclusive preview.

Fergus McNeill has been working on *The Enchantress* for over a year now, and it will be the first adventure released by his new company, *Abstract Concepts*. And that means no jokes!

Abstract Concepts has been set up to develop "serious" adventures unlike the *Delta 4* spoofs.

"What? You must have some humour in any adventure!" I protest.

"He sneaked in a message about using the rope when it was already in use. THE ROPE'S A BIT TIED UP AT THE MOMENT" says Fergus' fellow

adventurer Colin Buckett. "I took it out again!" insists Fergus.

Enchantress is the diary of a young girl in post swords and sorcery times. "Probably about the era of Keravnla," suggests Fergus.

The object is to kill the Enchantress. To do this, you must catch her at worship — on actively she undertakes only at a certain time. You have to speak to other characters to discover the appointed time and place.

Clever use of magic is made in one of the puzzles, whereby the player has a choice of acquiring one of

three spells — Freeze, Flow and Find.

Each will solve the problem, but in a different way, and in so doing will make another problem more difficult had the spell not been used.

Players will get as much help in carrying out actions as is possible. The programme will unlock and open doors for you automatically if you issue a command to pass through — providing you have the correct key, of course. No more of this UNLOCK OAK DOOR WITH WOODEN KEY, OPEN OAK DOOR, frustration.

One of the features of Fergus' new adventure system is a variable time element, so that moving between adjacent locations will become more realistic.

Travelling from one end of a valley to the other, for example, may use up half an

hour, whilst going from one room to the next in a building, will take only one minute.

"Will anyone else be using this new system?" I ask.



Adara went west.

East and west, the plains, A stream north. A tall tree a few bushes were

Rain fell all around, moaned across the



The stream flowed down towards the end of the valley. The sides of the valley rose a little way above, becoming steeper towards the north further up the stream. To the south, the plains opened out. Flashes of lightning exploded on the horizon, illuminating the sky to the sound of thunder. Heavy rain was blown through the valley.

Innocently, wondering if it might be a bit Quillish.

"What? I should hope not! We paid good money for it!" Fergus exclaims indignantly.

"Who is?" I continue, relentlessly.

"Ah! There are an awful lot of people who would love to know that!" Fergus is giving nothing away.

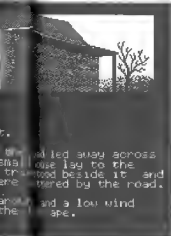
Fergus is very proud of the new system which gives a completely new look to his games.

Deciding that he didn't have the time to develop his own — his original intention — he decided to limit himself to specifying what he wanted included in the design. He had it custom written — by a third party who was definitely remaining nameless!

Invisible to the user the

RESS

player's strength and constitution will be constantly monitored, and, if outdoors, the prevailing weather will affect the health of the



led away across the house lay to the road beside it and a low wind spe.

player, and his ability to do things.

And if something unpleasant has just befallen him, his nerves will be shattered. He won't be able to thread a fine needle if he has just had a nasty shock, for instance.

As well as including all the latest aids, like RAM SAVE, multiple commands, recognition of IT, OOPS, and VERBOSE/BRIEF, there will be an icon screen, which displaces the graphics with a "shutter" effect, at the touch of the enter key. From this screen an icon can be selected and its options toggled on and off. GRAPHICS/TEXT for example, shows a mini screen, displaying alternately microscopic pictures



>S

Adara went south.

Tall trees skirted the sides of the road as it bent away north and east through the forest. To the south, pine trees stood in dark ranks on a carpet of golden needles. Flashes of lightning exploded on the horizon, illuminating the sky to the sound of thunder. Heavy rain was blown. More...

and words.

System messages are superimposed on the icons, in an appearing and disappearing window.

There will also be a "previous command" editor. Now I've very rarely used an input text editor when it's been available, because so often I have found that moving the cursor to the required position in the text and then making the alteration, takes just as long as retyping the majority of commands in their entirety.

And let's face it, we all tend to use the simplest command required, most of the time, anyway.

But this editor has an additional feature. Suppose you have four rods: red, yellow, blue and white, and need to INSERT (colour) ROD IN SLOT, trying each in turn.

The editor remembers where you left the cursor, and repositions it automatically. So by recalling the previous command, (colour) can be changed with little effort, speeding up the

input process.

"Have a drink?" asks Colin, interrupting the intense discussion on how the system works, carefully decanting a limited supply of orangeade into glasses.

"We'll go round the corner for pizza in a minute," promises Fergus.

The parser, too, has a unique feature — it automatically changes word-types if it doesn't understand what you have entered.

No longer will you get a reply like I DON'T UNDERSTAND (word) IN THAT CONTEXT, where (word) is known by the program, but not valid in the sense that you have used it.

Whilst graphics on Atari ST and Amiga will be in colour, machines like the Spectrum will get them in black and white.

That way the detail can be much greater, and indeed, with a coloured border, the screen looks really smart.

Smart isn't the word to describe Baldrick, Abstract Concepts Hamster-In-Chief.

Baldrick is definitely a bit on the dim side.

"For weeks he kept toppling off his treadmill just as he got to the top. It was ages before he learnt that you have to walk on the inside of the wheel!" comments Fergus, disparagingly.

Someone who is smart is new recruit to the McNeill empire, Anna Popkiss. She has been working on a novel which will be turned into a new adventure called *Mindlighter*. It's based on the writings of Nostradamus and stars a character called Robin who must stop a devastating nuclear war.

He travels through time and generally has an exciting and thought provoking experience.

The concepts may be abstract but the adventures are shaping up to be blockbusters. Watch this space!



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ADVENTURE

helpline

Are you floored by *Saved of the Rings* on the BBC? So is Thomas Skelley of Doncaster. He is trying to pass the dreaded Nazal in the C5 and wants to know who is padding along in the inner tube?

Under intense cross-examination Delta 4's Fergus McNeill remained overflipped. It appears the conversation, carried out by a third person, who was not faithful to the original

However, information reaches me from my 18-year-old nephew Karl Manning of North Baddesley, near Southampton. He didn't actually know Fergus personally, but "knew someone who did" it turns out this "someone", name of Ian, is our much sought after BBC convert. Are you out there Ian? Please help us.

John Self has been talking to a horse-headed child via a bird-head, in an effort to get a silver key to enter the mind of Eva Fein. Who can help him, *Mindwheel*?

Macro Andreoli of Turin, has year of National Service recently completed, is now back of adventuring. But can he find the 10th treasure in *Hollywood Hills*? Is it in the bomb shelter, he asks? If so, he can it without a source at light?

A. J. O'Donovan is having trouble meeting Lang John Silver in *Treasure Island* Who knows how?

Paul Blythin of Ulceby bought *Colour of Magic* when it first came out, and has still not managed to get a reply when he came out, and has still not managed to reply when he tries to talk to someone. And he wants to get *Twoflower* to go to his room.

How do you deal with a torturer if they hadn't already been extracted, *Tony Norton* of Woking would be biting his fingernails over this. He is playing *Temple of Fear*.

Anyone out there with a VIC? Do you know the SYS code required to type in to

start a Scott Adams adventure cartridge? Mrs Samuels of Gillingham has just brought their old VIC out of retirement, and can't replay any of those old games — she's forgotten the code!

Colin Joss, of East Lothian, has got a fair way in *Winter Wonderland*, but is stuck of 63 per cent. He knows he needs the stakes to get to the island but how can he get rid of the bee, and what is the banana for? He also has a hankering for the moffet, even though he doesn't know why!

Heleen Goddard had a recent *Spytek* problem, involving giving money to the tramp.

Seeing the problem in the Helpline prompted a letter of help direct to her from a friend. It seems the preceding moves must all be carried out in a set sequence, or the tramp will not ablige.

See the clues section for the moves — using that sequence, you should end up with 10 coins, seven of which must be given to the tramp.

Vince Smith of Ilford has all the evidence about Hum, such as the laxative packet and the cab. He knows that Hum is Moriarty, but every time he recalls Lestrade, he won't believe Vince has the evidence. How can Vince get into Hum's cottage, and where can he find Lestrade?

Oliver Moraz is French, and with four friends, he is writing an adventure for the Amstrad. The original text will be in French, but Oliver is looking for someone who can, perhaps with some help from himself, translate the French into English.

In particular, Oliver is looking for someone who can help with the English sense of humour.

The English version, Oliver hopes, will be published sometime before Christmas, by a well-known company. If you speak French, and are interested, send details about yourself, including age

ADVENTURE

clues

Help this month comes from? Paul Arendt, Guildford; Hugh Walker, Guildford; R. Henderson, Liverpool; Pauline Garrett, Andover; Helen Goddard, Dagenham; Russell Mills, Bodlecole; Aage Christofferson, Denmark; Simon Lyne, Lewes; Huw Howells, Llanidloes; Tony Norton, Woking; Mike Thomas, Caeprhillly

use than a pig!

Bring something back for the city.

Swing the amulet to get out of the city.

LAPIS PHILOSOPHICUM (crockers)

gong before offering the right

Wait until you have the right

Reading reading!

A book on sawers makes in-

DOGGY GEEZERS

Enter the code, and descend

To find the splitting go north

SPHINX

To pass the custodian, read

RING OF POWER

Top crystal with fork to enter,

BEETLE PLANET

TAKE WALLT, EXAMINE WALLT,

ER, EXAMINE INSIDE POKER,

AMINE POKER, TALK TO DRY,

CURTAIN, EXAMINE SUT, EX-

AMINE UP, LIT UP, DRAW

problem (C-64 version) EX-

and details demonstrating your interest in adventure 25 Edmond Rousain, 35300 games, to Olivier Moraz, at Fougères, France.

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ADVENTURE reviews

DOUBLE GOLD

- MACHINE: AMSTRAD (CASSETTE) \$7.95 EACH
- SUPPLIER: INCENTIVE SOFTWARE
- REVIEWER: KEITH

Double Gold is Incentive's label for packages with two adventures on one cassette. The only thing the games have in common is that they alive all been written using Incentive's Graphic Adventure Creator.

Here I look at two recently released Double Gold cassettes for the Amstrad: *Top Secret* plus *Mountains of Kat* and *Sharpe's Deeds* plus the *Black Fountain*. Other versions will follow if these adventures prove to be a success on Amstrad.

TOP SECRET

As an ace reporter, you are approached by a Government "mole" about a new weapons system on which you have been working, and which is likely to change the world's balance of



in
My arm in a snail but when hardware
then you can see a jump a sharp
that's a bit of action a cheepkeeper
buy lamp

power. You are asked to enter the top secret military establishment, and expose the story.

Having agreed and knowing the approximate location of the underground complex, you set off into the countryside. It is now a matter of finding one of the two entrances, and getting in unobserved. Not so easy, for a likely route through a drainage tunnel leads to a gassy death, or

alternatively, death by mauling dogs. Of course, there could be a way round this.

Taking another route leads you to the nearby farm, and this is where total frustration with the game sets in. A coat is hanging on the line in the back garden, but GET COAT merely provoked the program to tell me I couldn't, with no hint, even after examining both coat and line, as to why.

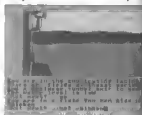
Perhaps, then, I wasn't yet in

the back garden? So I entered the back garden, and the police immediately arrested me as a thief — they had been called in by the farmer.

Not very inspiring to play, despite the possibilities that such a topical scenario had to offer.

Coming with *Mountains of Kat*, that golden oldie in illustrated GEM form, is the saving grace in lots of value, for this package

- VOCABULARY 5
- ATMOSPHERE 5
- PERSONAL 4
- PACKAGE VALUE (Including Kat) 7



STATIONFALL

- MACHINES: COMMODORE 4+/128, ATARI XL/XE, AMSTRAD PWC/CP, ATARI ST, AMIGA, MACINTOSH, IBM PC, APPLE II
- SUPPLIER: ACTIVISION/IMPACOM
- PRICES: \$24.99 (C64/128, ATARI XL/XE, AMSTRAD) \$29.99 (THE REST)
- REVIEWER: KEITH

Here I am, a Lieutenant in the Stella Patrol's Paperwork Taskforce, just arrived on space station Gamma Delta Gamma 77-G 59/59.

I travelled with my faithful robot companion Floyd in a space truck, on a top priority assignment to pick up 24 pellets of forms.

Without them, my base is unable to request the forms necessary to acquire some urgently needed black form binders, so you can understand the urgency of my task.

The space station has the forms in stock, at that I have no doubt, since it is here that all forms are made, printed, packaged, and recycled, using the great forests of nearby planets as raw material.

Indeed, forms are the raison d'être of the entire station — and how fortunate

we are indeed to have such a facility.

With a scenario like that, you could be forgiven for thinking that this is a satirical or comic adventure. You'd be wrong. A more gripping sci-fi thriller I have yet to play!

You average thriller-adventure single-mindedly concentrates on the plot, with perhaps a few funnies thrown in for good measure, the above mentioned sub-plot runs strongly throughout *Stationfall*, and it is of such stuff that Incom games are made.

As I step out of the docking bay, I notice the station is unusually quiet. Where is everyone? A look in on the Commander's log reveals that the re has recently been trouble in the "village" — a sort of shanty town of assorted spacecraft connected to the station by flexible pressurised tubes.

Fuel cells have gone missing, Village Access forms have been falsely validated, and ID cards have been faked.

The Commander has obviously had a trying time recently, since as it that wasn't enough, a ship of unknown origin was spotted drifting in the vicinity of the station.

It was fowed in, and found to contain nothing but the



SHARPE'S DEEDS

Your great-uncle has died, and, a much travelled collector of artifacts, he left them all to you in his will, provided you spend a night in the village of Stapley.

It is not long before you are reading a note conveyed to you by the solicitor executing his will: "A dozen treasures and deeds you'll need, 'Be as my help you can succeed."

A ring of familiarity, perhaps, in the plot, but then this game is completely different from anything Infocom ever did.

With this in mind you set out to explore the village — with a "Hello, old man Mornin', bawled God bless, vicar!" and all that, as you wander around collecting objects likely to help you in your quest.

This is a graphic adventure, although not all the locations have a picture. On the whole, the indoor pictures are rather drab, whilst when out of doors, the graphics tend to complement the rustic atmosphere, which comes over nicely.

Not a difficult adventure, and with an adequate vocabulary, Sharpe's Deeds should help pass a few pleasant hours.

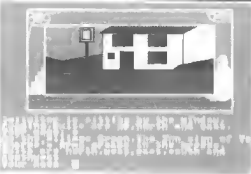
► VOCABULARY
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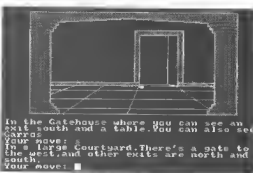
THE BLACK FOUNTAIN

On the planet Aeth, you are Shardo, a humble servant. Your three older brothers have gone on a mission to investigate a fountain of black water, made by the evil eccentric Abhaldo, which is polluting the river.

Not having any faith in the abilities of your brothers, you plead with the High Chancellor to be given leave to follow after them, and help with their mission. First there is the Court to



explore, for other than the tunic which you are wearing, and a scroll authorising you as a court official, you are empty handed. Then, it's out into the big wide



In the Gatehouse where you can see an exit south and a table. You can also see your waves in a large Courtyard. There's a gate to the west, and other exits are north and south. Your move!

world, always assuming you can open the gate!

Next the search seems to be for money, or else you're not going to get any of that real ale which Rusto, down at the

brewery, makes. Huddled around the town hall square are a group of buildings, and alien is the last thing they seem — in fact, they have more of a Roman air about them.

Atmosphere apart, this is another reasonable and light-hearted adventure, that goes well with its cassette mate.

More Gold packages are planned by Infocave, and if they are all up to this standard they'll be well worth checking out.

► VOCABULARY 7
► ATMOSPHERE 8
► PERSONAL 6
► PACKAGE VALUE (whole cassette) 7

decaying skeleton of an alien being, and a small pyramid on a pedestal.

The pyramid was put in quarantine in the science quarters, while attempts were made to decipher a series of strange dots marking the hull's interior.

These attempts were unsuccessful, despite being run through the most powerful computer programs available.

The space station is huge — and a full set of detailed plans are provided in the package. Explanation is therefore an easy matter, from the garden dame, down through the mess hall and library, theatre, laundry and chapel, past the crew accommodation levels to the nerve centre of the ship of

level five.

All is not well aboard. The station's monitors indicate that Printing is of condition red. It seems that one of the collating machines, the very machine scheduled to process the request forms you need, has inexplicably broken down.

Other important functions are deteriorating to condition yellow. Not to worry, though, for computer control is of green, and so far sure it will all be sorted out before long.

Down more levels, then, to seven, which houses the all important printing centre. It is here that perhaps the first sinister overtones appear.

You can't go any further, since the levels below which house life support, power,

and computer control, have been sealed off — from underneath! And from time to time some very strange noises and throbbing vibrations are heard through the floor.

Meanwhile, quite unconcerned, Floyd, that inexpressible little robot you teamed up with in *Planetfall*, has polliw up with a local poetry-reading robot by the name of Plato.

Their incessant light-hearted chat about matters personal to robots, is constantly in the background — and before long it begins to unnerve me, as I struggle against time to solve the mystery of what is going on, more anxious by the minute to put a stop to it.

As a precaution, the

captain has locked up the village access forms, and hidden the validation stamp. This is a problem worth pressing, for once entered, the village proves to be a large sprawling area, housing many essential objects.

But as for as life goes, it, rob, is deserted, save for an ashcan and an Archturan balloon creature.

Archturan balloon creatures, as you are probably aware, propel themselves by the explosion of digestive gases.

I've been stuck now for some six play-hours, over half way through, and I still keep coming back for more!

► VOCABULARY 10
► ATMOSPHERE 10
► PERSONAL 10
► VALUE 9



GROW INTO A BIG FISH IN A BIG POND.

MY LAST GAME GOT NOWHERE
BUT I JUST KNOW IT WAS
GOOD ENOUGH



THIS TIME I'LL TAKE MY
TALENTS TO THE
PROFESSIONALS.



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BUT FIRST THE BAIT

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ocean

ADVENTURE round-up

Star Wreck

- MACHINE: AMSTRAD
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 5

This, as the title suggests, is a rather corny Star Trek spoof.

As Captain James T. Cake, you command the Starship Paralyser. Together with your crew, Lieut Yahoo, Mr Zulu, Mr Checkout, and Mr Spork, you are taking to the planet Drandrox.

There's quite a lot of starship to explore, but most of it consists of "empty" locations, described with a section number and deck level.

The vocabulary, on the whole, is adequate — until you try to do something a little special, such as using the transporter. Then, words begin to fall, and no clues are given to point you in the right direction.

Like *Life-Term*, this is also by Charles A. Sharp, and probably GACKed. Both games suffer from the problem that the text window is very small, and the location description, together with its object list, soon scrolls out of sight. Therefore, if there are three or four objects which you want to take, the descriptions are lost before you can get them all. If there is a command that turns graphics off, I didn't find it.

Life-Term

- MACHINE: IBM 64/128
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 3

In a future world where commercialism is everything, and the rich get richer, you are sentenced to life for a murder you did not commit. Sent to run a refuse re-cycling plant on a planet dedicated to that purpose, your objective is to escape

This is graphic adventure has the hallmarks of being GACKed but doesn't say so. The instructions on the Intro are minimal, comprising at a fall of some available commands, and they are very unusual ones, such as CORRUPT, INVESTIGATE, and CHAT. It doesn't say how you use them.

With very scant locations descriptions, and abrupt text, this adventure does not give much encouragement.

A number of commands, such as SLEEP, seem to be soaked up with no message at all, and it is difficult to tell whether you are having any effect, or the command has been overlooked in the coding.

The map is unnecessarily illogical, and once out of the dome and onto the landing pad, one seems to be stuck outside forever — whether by accident or design is difficult to tell.

Uninspired pictures contribute to a fairly drab and awful game.

Suds-The Adventure

- MACHINE: BBC/ELECTRON
- SUPPLIER: RIVENDALE SOFTWARE (MAIL ORDER FROM 95 PRINCE AVENUE, MANCHESTER)
- PRICE: N/A
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 7

As the name suggests, this is a spoof based on soap operas. A Quilled tour-parler, each part takes on the theme of a different programme.

Emmerdale Farm features in part one, while in part two your aim is to survive the rigours of Abolition Street. Cross Eyes Motel and the Dead End of London appear in parts three and four.

In text only, there is a LOCATION command, which displays the current location number — useful, says the instructions, for mapping

mazes. And you certainly get 'em!

But are mazes really necessary, now that we all know how to map them? To my mind, they just hamper play, without adding anything of interest. And the author himself seems to agree! Just as I was getting led up with mapping on Interminable forest, I got the comment 'M BROWNED OFF WITH ALL THESE TREES!'

Not a bad series of adventures, they are quite well written, with a sense of humour. But the package is, perhaps, a little expensive when compared with the better budget games around these days.

Operation Berlin

- MACHINE: SPECTRUM
- SUPPLIER: WRIGHTCHOICE SOFTWARE (MAIL ORDER FROM PO BOX 100, 159 WELBECK CRESCENT, TROON, AYLESBURY)
- PRICE: £3.95
- REVIEWER: STEVE
- QUICK-GUIDE RATING: 7

The sequel to *Operation Station*, this is the second of a trilogy offering a \$500 prize to the first person who solves all three. Most of the bugs that made *Station* such a chore to play are gone, making it much slicker.

Again, you play an agent allowed to operate outside the law. However this privilege does not come cheap. If you fail on any mission, a miniature bomb implanted in your skull will detonate ...

You begin at Heathrow Airport, at the start of a vocation, but on reporting to the Information desk, you learn something important has cropped up. You must report immediately to C.J., a man who is in constant contact with the Prime Minister.

An important scientist has been kidnapped. A quick air

journey, and you're in Berlin, with the KGB tailing you. After a rendezvous with a double agent, the action moves across the Iron Curtain, via the notorious Checkpoint Charlie.

Slowly, you will manage to fit the puzzles together as you plunge deeper and deeper into the shadowy world of espionage, the premature termination of your existence being likely more than a few times! Wonderful things these RAM saves!

COMING YOUR WAY

Here are the games that arrived too late for review this month. Watch for the lowdown on the best in November's C+VG.

THE PAY OFF

A re-release of the Atari adventure, from Bug-Byte On cassette for Commodore 64 and Atari, priced \$2.99.

RICK NATION

Substantially re-vamped Amstrad version of Robico's BBC original. Cassette \$9.95. Substantially revamped review in the next issue.

THE HUNT — SEARCH FOR SHAUNA

Robico's first graphics adventure for the BBC. Cassette (\$9.95) and disk (\$12.95) versions available. Review and competition next month. Don't miss your chance to win a copy from among 10 cassettes and 10 disks an offer!

BOOK OF THE DEAD

CRL release of graphic adventure by Essential Myth. Spectrum, \$8.95. Been knocking around for nearly a year — seems the game has found a publisher at last.

GAC PAC

A suite of add-on utilities, and book of useful tips for GAC users, for Spectrum. Essential Myth, \$5.95.

ADVENTURE

The Fiend....

Revenge is sweet, so they say. After months and months of being plagued and tormented by the Fiend at Faringdon, Keith Campbell attempts to get his own back by sending him *Inspector Fluke* to review. Campbell's chuckles could be heard all day. "That'll teach him, he laughed. The Fiend was not amused. Campbell may live to regret his actions.

It was the end of another perfect summer's day. The sun was setting in a blaze of glory, silhouetting the angular outline of Faringdon Folly, as it stood swathed in mystery atop Folly Hill.

The simple country talk of Faringdon were about their rustic pleasures, and the Fiend had settled comfortably in his pit, deep in the caves beneath the hill.

Only by feeding the Fiend regular inputs of adventure software can his excesses be kept to a minimum, and it was with eager anticipation that he unwrapped the latest piece offering from KC.

With claws asemble, the Fiend loaded up Old Faithful, and set to with a will. All should be safe tonight, as he would be too busy to bother the humble mortals hereabouts with his public nuisanceing.

The moon rose full over the sleeping town, turning its streets into rivers of silver. Save for the subdued rickety from the local inn, all lay in stillness.

And then came a howling from the hill. Children awake, screaming with terror, the singing from the pub was stunned into horrified silence, and many a browny bravo blanched and quailed at the fearsome bellow.

And for those with the wit to understand, there were words to be heard in the Fiendish shriek. "I'll get you for this, Campbell!"

In some feeble attempt at revenge for the Fiend's little japes over the past two years,

KC had taken upon himself to send *Inspector Fluke*, knowing full well that it contravened nearly all of the Fiend's rules of how not to write an adventure, which you may remember from a recent issue of C+VG.

It was with disbelief that the Fiend encountered the independently minded characters, who wandered aimlessly and pointlessly about.

With incredulity he witnessed the drawing of feeble pictures that scrolled straight off the screen again.

But it was the agonisingly slow input and response that aroused the Fiendish wrath.

I was suspicious right at the start, while attempting to examine the desk in the study. EMDK I had typed in at the first attempt.

This was swiftly followed by EXM EK and EXAM DEK before I finally forced myself to type at the stupefying speed required. Being at a naturally inquisitive nature, I

investigated. And unbelievably, the operating part of the programme is written in Basic!

I could rave about a vocabulary that is all but non-existent yet knows FIFTEEN swear words.

I could rant about the illogic whereby the vicar calls the police to repair you for grave-rabbing if you dig in the graveyard even if you take him by car and deposit him miles away first. But I won't.

Let no mortal accuse the Fiend of being churlish, for the game costs only £1.99

after all. And it does have its good points.

For example, I was able to point another masterpiece, study for another degree, and climb the north face of the Elger during the time I awaited a response from the program.

But the irony of it all, is that it only the author has used some simple common sense

and written the game using GAC, then it would have been at some merit, for the Fiend actually found the country manor/missing scientist plot not without some attraction.

Those of you who type at the rate of one letter per minute, and were able to maintain their interest while playing that other sluggish *Holy Grail* may find the game playable. It might just have penetrated into your feeble minds that the Fiend didn't ILL GET YOU FOR THIS, CAMPBELL!



Fiend's Fury

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► ATMOSPHERE
► VALUE
► PERSONAL

MICROSCOPIC
DETECTABLE
JUST
IF ONLY...

So you thought that companies producing adventures knew a lot about them? Wrong! Sadly, the games are merely looked upon as "product". A recent example of this comes from Jeff Hough of Polytopol.

He was so chuffed when he completed *Shadows of Mordor*, that he rang the publishers to tell them! Were they impressed?

"*Shadows of Mordor*... oh

yes, I think it will be in the shops by next week..." said a Melbourne Houseperson.

It seems I'm not the only one who dares to have opinions. Matthew Conway hates the adventure pages! He thought the old style was bad enough, but with no illustrations to break up the text, it is like reading all Infocom descriptions ever written in one go, says Matthew! And where did the adventure larm get to in the August issue, he asks?

The Fiend disagrees and what the Fiend says goes. I WILL RETURN!

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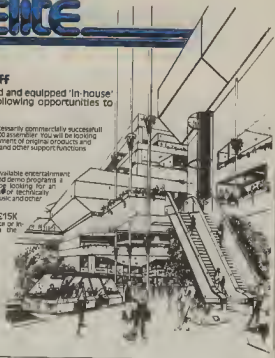
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FANTASY

Byran Talbot's *The Adventures of Luther Arkwright* was hailed as the first and only adult British graphic novel when it was launched five years ago. The second volume of Arkwright's adventures will be published this autumn. C+VG's comic expert Philip Morton investigates.

THE FIVE-YEAR CLIFFHANGER

It's 1987 (in this space-time continuum, at least). Is the world finally ready for Luther Arkwright?

Arkwright is an interdimensional agent, cold and unemotional by nature, who gets caught up in a fiendishly complex battle against the forces of chaos which rages across numerous

parallel earths. There are worlds, for instance, where Cromwell's roundheads are still in power . . . worlds where the Crystal Palace *didn't* burn down in 1936 . . . you get the picture.

If Bryan Talbot's name or artwork look familiar, it's possibly because of the exquisite detailed work he's done on *2000AD's Nemesis the Warlock* (now available in book form from Titan Books) and on the computer game of the same name.

Talbot created Arkwright for a late-1970s issue of *Brainstorm Comics*.

Following a favourable reaction to this, Arkwright reappeared in a much longer, more complex, story serialised first in *Near Myths*, then in *Psst!* This serial was gathered together in 1982 as Book

One of *The Adventures of Luther Arkwright*.

The book was hailed as the first and only truly adult British graphic novel.

As a confirmed Arkwright enthusiast (which you'd probably guessed by now), I can't wait to read Book

Two. Talbot's artwork, from the pages I've seen, is as finely-detailed as ever, and he promises a gripping story in which the cold, calculating super-agent undergoes a dramatic transformation. In fact, we will see Luther Arkwright die a symbolic death,

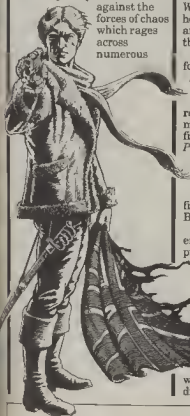


whereupon he is reborn as a messianic, almost Christ-like figure. In the outside world the Battle of London rages, and all the while a doomsday device is ticking away . . .

So, where can you find Luther Arkwright? Three places:

In Book One of *The Adventures of Luther Arkwright*, published in 1982 by Never Editions — who still have a few copies left at knock-down price of £2.95.

Arkwright will also be appearing in a nine-issue comic book, published every two months starting in August 1987 by Valkyrie Press at 60p per issue, and reprinting the story from Book One. The attraction here is that Bryan Talbot has prepared a series of attractive new covers and frontispieces guaranteed to enhance your lifestyle.



FANTASY

● You always see it in the movies. Some Mad Scientist attaches himself to a computer and is transformed into a monster or superman. Forget about the monsters, but why not try to become superman?

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The module receives its information from a series of sensors which are attached to your body. The headband, for example, uses three electrodes which conduct body electricity from your forehead into the computer.

How about a cardiovascular workout on a stationary bike? Of course you could just run on the spot if you like. Strap the electrodes on the leg band along the muscle area of your knee, plug it into the ECG sensor cable and into the module.

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When you're done, the program will display a graph showing the results as well as comparisons with previous efforts. This can be printed out as well.

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The model casts £1.50. All models are available from: **Dixons Miniatures, Unit 28, Colne Valley Workshops, Spring Grave Mills, Linthwaite, Huddersfield, West Yorkshire, HD7 5QG**

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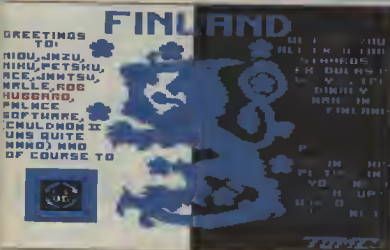


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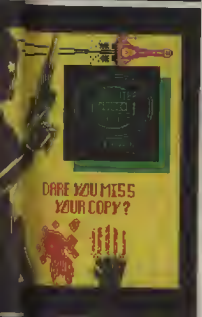
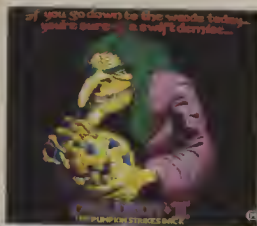
Frame Up!

It's movie month in C-VQ's awesome frame-up gallery. You've been beavering away transforming your silver screen heroes into pulsating pixels! First up is Marcus Thompson from West London with old Sydney as that gun-toting super-cop Cobra. You'll be seeing more of this work of art in the next issue. Next up is the Neochrome package, on these pages in future. Meanwhile, Beebster Robert Timothy from Cardiff has transformed the Terminator and colourised Conan! We're also featuring picture, frame-up welcomes overseas artists and here's a special section for you. You The Great Escape — not only a great movie but also a pretty nifty computer game. I also sent us his impression of what Cu Xun should look like on the C64. We also got a letter from a friend of mine, a friend of Finland. Hi Tommi! A.O. Farrell sent us this neat C-VQ promo on the Spacey featuring our robo-cop cover from years ago. And David Sowerby, the Elic-Man, says it's the time to get some lowly with this portrait of our female poster on the C64. We'll be featuring Frame Up with another Marcus Thompson ST spectacular, Epochs of Terror. Nice! If you've got pictures you reckon we'd like to see send them to Frame-Up, Computer and Video, 100, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

● From next month Rainbird will be providing Art Studio prizes for the BEST pics we print.



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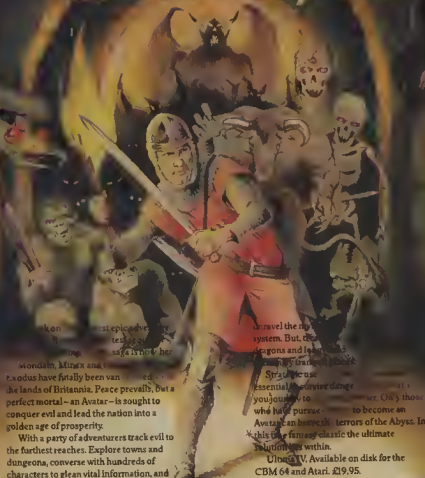
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KARTING KOMPETITION

Vrooom! Neeeooww! Screee! And Nigel Mansell is in the lead of the C+VG Grand Prix, here at the Farringdon Road Raceway. He's streets ahead of the rest of the field — but wait! He's slowing down! This is incredible! Can it be that Mansell's luck has deserted him again? Has he lost another wheel? Has his engine blown? Or has he just decided that it's better to let the Ed win! We'll probably never know, but C+VG's superfast Ed has taken the chequered flag and the champagne!

Well, we can all dream, can't we? We may not be able to get you a drive in a Formula One car — but we CAN offer you the chance to go Karting thanks to **US Gold!**

Yup, we want to put TWO lucky C+VG readers behind the wheel of a high-powered kart at Britain's only indoor kart circuit in London.

You'll get the full VIP treatment, learn how to drive a kart AND then take part in the C+VG Gold Grand Prix where you'll come up against members of the C+VG team. Can you beat us?

It's a good chance to sharpen up your driving skills in time for the release of *Out Run* — the epic driving coin-op soon to be converted for your computer by the Golden Boys in Birmingham!

Check out our karting kwiz below, answer the questions, fill in the coupon and rush it to **Computer and Video Games, Karting Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th and normal C+VG rules apply. Burn rubber and enter NOW!**

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A) Nigel Mansell? B) Nelson Piquet? C) Alain Prost?

2. The British Kart Grand Prix is held at:

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it's show time! The Personal Computer World Show, is the biggest and best software showcase — all the major games makers show off their latest and greatest creations here. And C+VG's very own show-stopper John Gilbert has brought you this gems by game guide of the games you'll be able to see if you make the annual pilgrimage to London's Olympia on September 25, 26, 27. C+VG will be there — will you?

● You're going to be dazzled by the Golden Boys from Birmingham when you visit the US Gold stand. They've been on a spending spree to bring you the best coin-op conversions together with a whole new bunch of original home grown games.

US Gold's coin-op conversions include Gauntlet II, 720°, Rygar, Indiana Jones and the mega-hill

the sticky floors, laser gates, moveable walls, sun tiles, acid puddles Plus the fire-breathing orogen and the Super Scizzer.

We were rewarded with a sneak peak at Outrun on the C64 and Amstrad and it looks pretty damn good despite the limitations of the machines compared to the megamemory of the coin-op. Slip into your Ferrari and race across

the conversion

Indiana Jones we previewed back in our July issue and will be another all format release

Go! will be bringing you **Sideways**, a super-fast shoot 'em up set in a deadly underground world. Lots of zapping, firepower to collect, mystery objects and action based on the **Capcom** coin-op

Speed Rumbler puts you in the middle of a terrorist incident. You have 24 hours to free the hostages. You leap into your

June

Meanwhile, back on the US Gold label, prepare yourself for **Infiltrator III** Yup, Jim McGibbels is back to take you on three brand new missions in the new famous **Infiltrator** helicopter

Infiltrator II will be for the 64 only but fans of the original game will be able to pick up this sequel at a bargain £4.99 (tape) £9.99 (disc). If you haven't already got the original you'll be able to buy both for £9.99 on tape and £14.99 on disc.



● Captain America



● Infiltrator

of the year **Out Run** Plus, on the new **Go!** label you'll be seeing versions of **Sideways**, **Alien Commandos** and **Speed Rumbler**. That enough to be going on with?

Gauntlet II comes direct from the arcades and includes loads more features seen in the coin-op versions. Over 100 different levels, the chance to choose your favourite character even if someone else is playing him, plus

deserts, mountain roads, blacktop highways.

720° was the skateboarders dream machine — challenging coin-op with all the elements of street skateboarding. In the jargon a 720° is the most difficult move a skateboarder can make — and you'll have to learn it to beat this blockbuster of a game

Next up is **Rygar** the spectacular running jumping zapping game set in a fantasy land inhabited by awesome monsters. This is being developed at **Probe Software**, the people who brought you the nifty **Enduro Racer** conversion. **Rygar** was a smash in the arcades and, having seen the Spectrum version in action a couple of weeks ago, you won't be disappointed with



● Outrun

heavily armed aule and blast your way through the 21st century. Then there's **Bionic Commando**'s the **Capcom** game which C+VG's ace arcade star **Clare Edgely** raved about. In our Arcade Special back in June. You control a super-rooper with an



● Rygar

■ **Ellie** is kicking up a storm with **Thundercats** blasting enemies on the video screens of its tennis court-sized stand. The less I can cuddly cats already star in a television series, and are immortalised in toy and Marvel comic form

Buggy Boy, **Ellie**'s latest coin-



● Gauntlet II

amazing **Bionic Arm**

Also from **Go!** are **Strawster** — see our news pages this issue — and **Laser Tag** — based on the neat laser-gun game from **Worlds of Wonder** featured in C+VG in

ep conversion, will also be on show. The company says it's a smash on the Commodore and ST. Amstrad and Spectrum

Now time!

versions are bringing up the rear but, according to Elite, all versions of the game should be ready for show time.

Battleships, which made a splash on last month's C+VG cover, will have been out for a week by the time the PCW doors open. Elite will, however, be heavily promoting it there and you'll be able to buy copies of it over the counter.



● Thundercats

The company has more in store with some new Hit Pack compilations. **Six Pack II** will, among other arcade conversions, include the best-selling *Paper Boy* and the classic *Ghosts 'n' Goblins*.

■ Block buster spin off



● Thundercats

conversions and heavy film licensing deals from Ocean's way back to the top! His year

The top film preview, flashed across Ocean's giant video screens will be **Platoon**, the story of a group of US soldiers during the Vietnam war. Part of the licensing deal, struck with British film company Hemdale, stipulated that the game includes some moral content, and it does. You take the parts of the four platoon soldiers. You must look after them and don't go killing or pillaging without reason.

The objective is to get back to



● Buggy Boy

base in the camp. To achieve it you've got to race through enemy-infested jungle, burrows and tunnels. Your score depends upon the number of men you manage to get back, injured or not, to base.

Ocean is also showing four of

its top Christmas coin-op conversions. The biggie is **Ranjan Saga** — an epic fantasy combat game — similar to *Barbarian* on the ST — across the three major formats. It's already number one

in the States and is likely to score here on arcade machine and computer by Christmas. **Ranegade** features bloody violence in US undergrounds, streets and offices. You are a lone fighter, skilled in the martial arts who must face the combined forces of the New York street gangs. You've only got your fists for protection and attack but they've got lead pipes, knives and guns.

The action's detailed and



● Buggy Boy

realistic, especially on the Amstrad version. It's so realistic that the company's had to take out the head-splitting/blood-leaking sequences — shown in our original screen shots — because of German anti-violence laws.

Combat School, the first venture in a new Konami tie-up, is also due on three formats and the original coin-op machine will be at the show. Together with **Renegade**.

The game takes you through a US infantryman's training schedule, across obstacle courses, across rapids in a canoe, onto the firing range and through to a bout of arm wrestling. The game's out in November but you'll be

able to see an advanced video preview at the show.

Konami comes in again with **Gryzor**. It's a surrealistic shoot 'em up game with some very weird alien creatures. It also will be out in November and the programming is being done inhouse at this very moment.

Other top Christmas releases include three games, **Freddy Hardest**, **Phantix** and **Basket Master** from Spanish software house Dinamic, on the Imagine label. **Freddy H** appears to be the pick of the crop. You take control of a real hard space guy who must run and jump around a planet's surface knocking out the alien life forms.

You can also pick up **Athena**, which'll be on sale on the stand, or play the original coin-op **Psycho Soldier**. **Athena** is sequel, will also be on show across three formats, but you won't be able to buy it until Christmas.



● Renegade



● Game Over

Ocean intends to make this a show to remember, with a

continued on page 132

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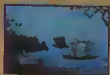


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Screen shots
taken from
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continued from page 126

massive stand, assistants there to answer your queries and a massive shop in which all of its products will be on sale.

■ The name of the game is coin-op conversion at the **Firebird** stand. The company will have two coin-op machines—**Bubble Bobble** and **Flying Shark**—to keep your fingers busy.

There will be high score competitions, of course and, if you get addicted to the machines you'll, hopefully, be able to buy Commodore, Spectrum, Amstrad and ST conversions of the games.

The Atari 8-bit conversion of **Droid** will be also be there, together with its mega-graphics sequel, **Droid II**—The

■ The **Maslertronic** stand features the full ranges from the popular budget labels. They include Americana, Bulldog, Rachael, Entertainment USA, Ratchet and MAD. We say "features" because the games won't be on sale on the stand, you'll have to rely on Microsales et al if you intend to buy. The stand will, however, include videos of the latest products and catalogues of the complete Maslertronic ranges, plus the American Video Game Championship Team!

■ Beaks of the **Tripp Door** will greet you at the **Phanpha** stand which, our spies tell us, is twice as big as last year.

Piranha plans to celebrate its

more than just completing a series of tricky tasks.

Next up, **Judge Death**, another 2000AD comic license, this time with a heroism, Judge Anderson pitted against the evil Judge Death. Piranha plans the arcade adventure will pull all the other 2000AD be-ins to shame. What, even **Reggie Troops**?

The company is also carrying on its vampire tradition—in the highly polished size nine's of **Nosferatu**—with **Mr Weems** and the **She Vampires**.

It's out on the Commodore—disc and tape—now so there's no excuse for passing by that haunted house.

If you don't like all that dark stuff then **Yogi Bear** is on hand for a laugh. The big bear's friend, Boo-Boo has been kidnapped by hunters and you've got to chase round the park to release him from his cage.

Piranha will also have a number of quizzes on hand, a Whirley Wheel challenge that'll involve other stands, and a Pin Club which you'll be able to join. The pet fish will be back—let's hope feeding time is more lively this time around.

■ Five companies join **Mirrorsoft** on its massive stand. They are **Spectrum Holobyte**, **Mindscape**

its corporate chest.

Mirrorsoft's showing off the spectacular James Bondish hardware of its latest super weapon, **Mean Strike**, a bike with lasers, bombs, missiles and a mission to keep the peace.

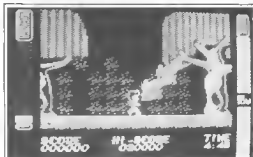
Also **The Bermuda Project**, from the lime-worm programmer's toolkit of **Eugene Evans**—very late of Imagine!—will make its first appearance. The strategy game was due for release last October but, better late than never.

PSS will show off its latest strategy/war simulation, **Fortress America**. It's a last ride through the US arms stockpile, most of which you could use to ward off invasion plans by a certain other country.

Mindscape will have its **Cinamaware** range of products on show—they're the games that look like interactive films with some of the most mind blowing, if memory expensive graphics on the ST and Amiga.

Spectrum Holobyte promises to blow Ocean's **Tap Gun** out of the air with an F-16 fighter simulation for the PC and Macintosh.

It's a full blown battle simulator, rather than an arcade game, and promises some of the



● Athena

Enlightenment, which you'll see on the Spectrum, Amstrad, Commodore and ST.

This time the **Droid** has dozens of spells which he can pick up along the way, and four elemental guardians which he can invoke in the lands of Air, Earth, Fire and Water.

Two other new Spectrum games, **On the Tiles** and **Sideways**, will be joined by the ST version of **Sentinel**—the strategy game has been souped up with incredible fast draw graphics, but retains the original, novel, plot.

Firebird will also have its budget ranges on the stand plus all of the recent hits, including **Scary Monsters** and **Mystery of the Nile**.

You may even be able to buy the ST version of **Star Trek**—no official promises, though! **Dark Sceptre** will NOT be there. Word is that **Firebird** will be hard pushed to put it out in time for the NEXT PCW Show!



● Star Trek



● Star Trek

In its birthday in style with **SEVEN** new products on the stand. Its mega-launch is the long awaited **Tripp Door II**. The original game, based on the ITV cartoon series, was a hit with kids and critics but not with retail stores last year.

Programmer Don Priestly says the sequel will be larger, like **Beak** out of his cellar and involve

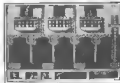


● Enlightenment



● Judge Death

PSS and an American company that **Mirrorsoft's** keeping close to



● Mystery of the Nile



most spectacular flying sequences ever seen—if you can get it into the air without

continued on page 126

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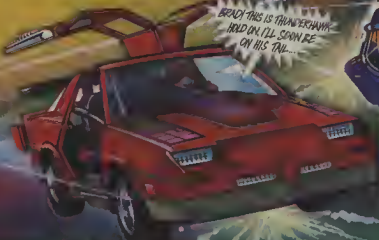
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continued from page 132

crashing.

But if you want to actually buy any of the completed products on the stand you'll have to go the Microdealer store.

■ **Basil the Great Mouse Detective** and his arch-enemy Rattigan will be on autograph duty at the Gremila stand. They're on loan from **Walt Disney** whose GMD film has been licensed by Gremila for a graphic adventure.



● Judge Death

The mouse and his faithful cohorts live in the basement of 221b Baker Street but must leave the safety of their hole to rescue Dr Dawson from the clutches of Rattigan. The game's got clues, disguises and famous London locations.

■ **He-Man and the Masters of the Universe** (What, again?) also put in an appearance to publicise Gremila's license tie up with the FILM version of the cartoon series.

The film stars Dolph — Rocky IV — Lundgren as the muscled superhero and, hopefully, the arcade game's better than US field's effort.

Mask it can be previewed. It's due for release in November — their first part has only just been

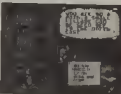
released — but at the show you'll see that it has four missions plus the chance to select your MASK team and vehicles.

Other Gremila titles include **Alienative Games**, with log and boot throwing, a compendium that stars the Winks family in a four-player romp in a board game jungle, and **Gary Linekers Superstar Soccer**, which'll be out in October. You can also catch **Blood Valley**, a fantasy adventure taken from the **Duel Master**

planet destroying, blitzer on the Commodore. Despite the screen shot evidence, the game is not just another version of **Crazy Comets**. The strategy is different, the planets are swifter, and you can play 2UP.

Slaine, reviewed this issue, is Martech's attempt to follow the success of **Nemesis**. The character is a barbarian king whose liking for quests and battle puts his friends in peril.

Martech will also preview **Nigel Mansell's Grand Prix** — a



● Slaine



● Basil



● Bangkok Knights



● Bangkok Knights

series of **Fighting Fantasy** books, the authors of the *Way of the Tiger* series.

■ The blockbusters at the Martech stand are **Mega-Apocalypse** from **Crazy Comets** author **Simon Nichol**, and **Slaine** — another 2000AD tie-up.

Mega-Apocalypse is another speedy destroy everything,

complex **Grand Prix** racing simulation. We're told the game is like nothing you've seen before, a bit like Mansell's driving, and it'll be the first chance Press or public get to see it.

If you're in the mood to spend, Martech will be offering recent titles, like **Nemesis**, **Catch 23**, **The Armageddon Man** and **Mega-**

Apocalypse, at reduced prices. Sounds like a good deal!

■ **Melbourne House** — recently snapped up by Mastertronic — is being secretive about the range of products it'll be showing on its stand. Our spies tell us that the main event is the **UK Arcade Championship** play-offs between a **Brit** media team and a bunch of high scoring American video junkies.

The final will be played out on a bank of new **Arcadia** coin-ops. **Melbourne House** will be showing the computer conversions of the **Arcadia** games — should be good.

The **Sega** games console will be on display, so you can get some hands on experience, but don't expect to be able to buy over the counter. Like so many stands at the show **Melbourne**

House is all show and tell, but no sell.

■ **Activision** and **Electric Dreams** have separate stands again this year.

The main event at Activision will be the launch of **Predator**, licensed from the block busting film starring **Arnold**.

Schwarzenegger and a gruesome alien. **Schwarzenegger** plays the leader of a commando force sent into the South American jungle to rescue a bunch of kidnapped diplomats. He doesn't count on his team being killed off one by one by an alien hunter, and soon — to quote an old cliché — the hunter has become the hunted.

Bangkok Knights, from System

continued on page 137

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3, will also be on show. It's a Thai Boxing simulation with cartoon style animation which, Activision believes, will be as popular as System 3's last hit *The Last Ninja*.

The company also plans to preview its Christmas range, one of which is a coin op conversion and two others new adventures from Infocom. The major coin op, a Bally title called *Rampage*, will be on the stand so you can have hands on experience of it before the Spectrum, Amstrad and Commodore versions arrive at Christmas. *Rampage* is a battle of the titans, starring King Kong, Godzilla and Wolfman. The original had a three player option in which you could join forces to destroy US cities or battle each other. The Activision version is a little more restrained with only one or two player options.

The two Infocom titles are *Plundered Hearts* and *Beyond Zork*. Both are massive text-based games, the type of interactive novels for which Infocom has become famous. Activision has also licensed *Nightmare*, the Anglia TV adventure game program.

Electric Dreams has left the *Aliens* of last year behind. Its stand this year has a racing car theme, not surprising because most of the coin-op conversions the company is offering are sports orientated. The previews include *Super Sprint* from Alan, *Super Hang-On* and *Firetrap* who, until recently, had links with US Gold.

The company will also have its usual bounty of tee-shirts, and current titles on sale, as well as the opportunity to try before you buy.

■ Ian Andrew's *Incentive Software* will be offering all their existing range of adventure products including *Graphic Adventure Creator* in all its versions.

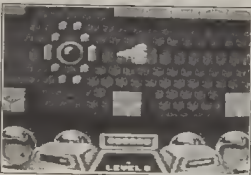
As well as the recently re-released *Kel Trilogy*, the *Medallion* series of GAC adventures will be available joined the recently released *Double Gold* adventures *Black Fountain* and *Sharpe's Deeds*, plus *Top Secret* and *Mountains of Kel* and the Amstrad

Three new *Double Gold* packs

will be launched at PCW. *Nova* and *Haunted House* for the Amstrad, *Zodiac* and *Secret of Life* for the C-64 and *Alien from Outer Space* and *Dragon's Tooth* for the BBC.

Main feature of the incentive stand, which will be found on the balcony at Olympia, will be the unveiling of Driller adventure, on which Incentive has been working for the last couple of years.

There will be no new adventures on the Pirhana stand, but *Delta 4's Colour of Magic* and their latest, *The Big Scaze* will be on show. When you visit the stand, watch out for Fergus and Co. who will be at the stand throughout the show.



● Implosion

Nothing new in adventures will be shown by Malboune House, but try out the latest *Lord of The Rings* adventure, *Shadows of Mordor*, which will be available for purchase.

■ Watch out for CRL on the *Electronic Arts* stand, CRL publish many adventure games, among them those from *St. Bride's*, *Delta 4*, *Abstract Concepts*, and *Red Pike*. Who knows who you might bump into on this stand... and you might even get to see the latest adventure from *St. Bride's* — *Jack The Ripper*.

■ Still no appearance of a second *Eureka*, the prize game that was launched amid much publicity at the 1984 show. However,

Domark hope to be unveiling *Nol A Penny More*, *Nol A Penny Less*, an adventure game based

on the book by Jeffrey Archer. Drop in on the stand on the balcony, and see if it's arrived. If you have an ST you may even get the chance to buy an early copy. The ST version will be the first to be released, closely followed by other formats.

Adventures galore will be on sale at this stand, operated by Mike Woodroffe and his wife Pat of Adventure Soft. Go along and speak to Mike, and select your adventure software from amongst the whole range of *Scott Adams* adventures: *Brian's Howarth's Mysterious Adventures*, *Fighting Fantasy* adventures, and a host of others, including the whole US Gold and Broderbund range. All formats and versions of a



● Ring World

multitude of adventures will be available for purchase on this stand, which will be found on the ground floor of the National Hall near the front door.

Level 9 will also use have their own stand on the balcony. As well as demonstrating and selling their *Rainbird* product, there will be a completely new *Level 9* non-*Rainbird* adventure on show. *Past* titles from the *Auslins* will also be available for purchase. Watch out for Pete, Mike and

Nick on the stand.

A preview no serious adventurer should miss: will be one of the features of the *Rainbird* stand. *Magnetic Scrolls* third adventure, still in its development stage, will be demonstrated by *Anita Sinclair* some six weeks before its likely release. Also on show will be *Time and Magic*, a newly bundled and upgraded trilogy of three *Level 9* classics: *Lord of Time*, *Red Moon* and *Price of Magic*. All *Rainbird* software will be on sale on the stand, which will encompass the other Telecomsoft labels: *Firebird* and *Firebird Silver*. As well as *Anita Sinclair*, watch out for appearances by the *Auslins* of *Level 9*, C+VG's *Adventure Helpline* expert *Paul Coppins*, who will be wearing his *Rainbird* Adventure lester's hat.

■ *Cascade*, currently roaring up the charts with *Ace 2*, follow it up with three hot releases — *Implosion*, *Ringworld* and *Nineteen* this autumn.

Implosion in eight levels of 360 degree scrolling shoot 'em up. You must destroy an alien grid system set up around a planet, penetrating deeper until you get to the planet's surface. Destroy energy cells on the grids and you can open portals which allow entry to the next level.

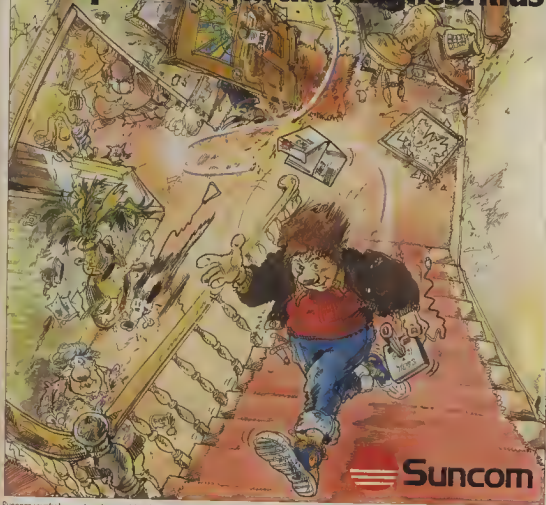
Implosion, created in conjunction with the US company *Mindscape* will cost £9.95 and £14.95 on Commodore cassette and disk and £8.95 on Spectrum.

Ringworld is also set in place. *Alien Melonians* have moved in on the solar system on a quest for minerals, destroying planets as they go. Your quest is to locate and destroy.

Meanwhile, more news on *Nineteen* — that is the game with *Paul Hardcastle*'s hit single as a soundtrack.

It is basically two games in one. Depending on your choices at the beginning of the game, you'll be directed into either the action (that's if you're pro-war) or towards the adventure section (anti-war) in which you become a peace campaigner. *Cascade* say its a game with 'morals'. Check out *Rob Hubbard*'s sound track of *Nineteen*. It's excellent.

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POWERXTREME!

Ultimate power could be yours if you follow C+VG's exclusive Centurions players guide — brought to you by the programmers themselves! Tony



Crowther and Ross Godley took a break from coding to bring you this X-tra special map. Want to know how to defeat Doc Terror? Then tune in to Crowther and Godley's control centre!

The Centurions are a 21st century team of elite mercenaries — fighting evil where ever they find it. They wear special power suits called Exoframes and special weapons. Kitted out in all this gear the members of the team each gain the power of 1,000 men!

Crowther and Godley's game puts the Centurions up against the incredibly evil Doc Terror. The deadly Doc is after a lethal substance called Tyron-Dichromate — a chemical so awesomely deadly that it could destroy all life on Earth.

The men machines that are The Centurions have to search the Weapons

Development Centre and find hidden keys to unlock high security sections in an attempt to stop the Doc turning his evil dreams into reality. If you want to stop him before it's too late then you're going to need these maps and Tony's Tips!

Here we show the first three levels — the rest will appear in the next X-tremely X-citing issue of *Computer and Video Games!*

TONY'S TEN TOP TIPS!

1. Try to get to large open spaces — it's much easier to kill aliens here.
2. Try to find keys WITHOUT using Change Zones. Use these zones as little as possible.
3. Collect all the cannisters for megapoints
4. If you're playing with a friend and his



energy is running low you should find Quantas for him and help keep him in the game.

5. When you are weak you can stand safely on one of the Zones which protect you from alien attackers.

6. Shoot the walls! Well, shoot them to kill aliens lurking behind you. The bullets will bounce back and wipe them out.

7. Try to open as many doors as you can with the same key.

8. Don't be greedy with Quantas if you're playing in two player mode.

9. Be careful with your weaponry — some firepower is more useful than others. And yes, you can shoot each other or yourself if you're not careful.

10. Study the C+VG maps! Watch this space for a Crowther cheat mode coming your way soon!

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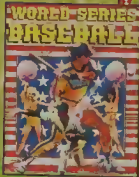
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► DEVIL WORLD

Konami's latest offering, *Devil World*, is hardly original but it is highly playable.

Arcade addicts will recognise the hybrid immediately. *Devil World* is based heavily on ideas taken from both *Goumlet* and the relatively new *Alien Syndrome*. It's a two player game where you play either a man or a woman and, like

almost identical to those found in *Goumlet*. Destroy the aliens and you'll stop the flow of evils. It's not difficult to see where the idea came from. Some monsters wield axes which they'll use to hack at you. Either way, they're good shots and this particular breed is highly dangerous.

Power balls litter the screen and you should pick these up whenever possible. These give extra weapons like machine gun, laser,

Once you get the hang of it, and it is definitely more fun playing with a partner, you'll be able to whizz through the early screens and get onto the more interesting ones later in the game. You may have been wondering what the jump button is for as in the early levels you don't need it at all. Just wait till you get to the river of lava over which you have to cross by leaping from plate to plate of unstable, unmarked lava crust. At the same time, you've still got the monsters to contend with. And if you're playing a two player game you must make sure that you keep up with your partner. It's nerve-racking stuff.

One scene which sticks in my mind as a test of endurance concerns the rope ladders. These link three islands together, and you can games where the key and evil is to be fought. Trying to cross a swirling river laden with a bunch of bodiless breathing down your neck and having to concentrate on jumping over the gaps left by rotten planks is not my idea of a quiet Sunday walk. One false step and you plummet to your doom.

Another scene has you wading through a plain of waist high grass which catches fire and sweeps out of control blocking you off from the exit. And then there's the dragon. It's a real screen-scraping with no scrolling and you can't get away until you've popped him on the head a few times. It's like flight is a confined space that really eats away at your health and stamina.

There seem to be masses of secrets and all of them with differing consequences to negotiate before you can pick up the key and sail off to the next level. The graphics are large and clear though not as neat as those in *Alien Syndrome*.

Alien Syndrome, the playing events are many, but each is very small.

Put in a nutshell, you must fight your way past the monsters on each level, find the key and take it to the end where a stairway is revealed, leading down into the next level. Very simple, but very tricky. The playing arena on each level floats in a sea of nothingness. Fall over the edge and you're a goner. A map button (again like *Alien Syndrome*) reveals the whereabouts of the key and exit, though each time you start you ought to check their locations as they have an annoying habit of shifting position.

The monsters are suitably ugly as well as being dangerous and the sprites are surprisingly large, if not particularly brilliantly drawn.

Shooting a monster sends it phase it out, but there are regenerated from small stone circles which look

belinda, showdown and of which are more deadly gun-shooter you're given, you'll start this game

► OS - IT'S A KICK ATTACK

When a whole spate of games appear all based on the same theme, it has got to be said that the coin-op manufacturers are jumping in the bandwagon of one or two success stories.

Take for instance, this *Goumlet* games of a white hawk, or more recently the *Commando* and *Nemesis* localities.

We've already seen 1942, 1943, *Flying Shark* and the month there are two more to add to his already full list. *Crossfire* by JKL Corp and *Flak Attack* from Konami.

Perhaps *Flak Attack* is a more accurate clone and to be fair it is more addictive and exciting than *Crossfire*. But that is because *Crossfire* is more of a cartoon based game and an attempt at realism has been made.

I'm not knocking *Crossfire* because of its lack of realism, it's still an exciting game to play, though it's never all raining from the sky. You take off from a launching air in the normal manner and immediately thousands of enemy planes zoom in for the attack. The planes come in a multitude of different sizes, shapes and colours, some attacking in formation, others flying in singly alone for the kill. Watch out for rocky outcrops in the sea, they look harmless enough, but back slide a panel and out pops yet another cannon. These are fairly easy to dodge before they create too much havoc.

What you do have to watch are the planes which fly up from the bottom of the screen behind you. If you're in the wrong position, and they suddenly appear on your tail, you're in line to manoeuvre and you'll collide. One large plane always appears towards the end of a level and this needs to be pumped full of cannon fire if you're to blow it up. Especially difficult as it is well protected by its own cannon.

Still, you'll quickly learn where to find extra weapons. Four blue planes randomly appear in formation, dipping in and on and off the screen almost before you have a chance to react. Shoot all four and a capsule drops into the sea cycling through a range of colours. Shoot it and fly over the remains and you'll have got yourself another weapon.

The landscapes change as you fly on, but the enemy attacks don't

DESTRUCTION

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diminish they just get more ferocious. Volcanses and hover craft are added to the list of undesirable, ground-based enemies one at a time and the aircraft at the end of each level are larger and more difficult to kill.

Crafting is fun, fast but not instantly addictive and I'd only play it for a spot of light hearted relief. For a more serious game of blowing up the baddies I'd turn to the screaming, roaring engines of the fighter jets in Flat Attack.

No one could accuse Konami's Flat Attack of being unrealistic with its super fast jet aircraft engaged in a series of bitter dogfights. In fact the opening sequence is superb as your single fighter takes off with its engines roaring to take its fighting position in the skies over some hellish city.

Although you start off over a city, the high velocity moves on over a number of landscapes and in each area it becomes more difficult to make headway. The city area is relatively easy. Just blast the enemy and avoid the pine mushroom clouds which rise up from the city for below. Initially these aircraft attack singly, though there are many on the screen at once and it's impossible to get to them all. They also travel at a greater speed than your craft, making it difficult, on occasion, to dodge them. And, they're just as likely to turn a swift 90 degrees and fly over the screen in your direction, so ignoring those aircraft that are not diving directly overhead is a big mistake.

Soon the city is left behind and a rugged terrain appears, guarded by uncannily accurate ground to aircraft missile launches. These missiles fill the screen with a blanket of enemy fire and to get through safely you're going to have to take some of them out. It's tricky and gives you a great feeling of satisfaction should you manage to hit the target without getting yourself killed. Eventually though, you'll have to run the gauntlet through a long line of these cannons — virtually impossible to get a right first time as the sides are filled with a thick blanket of missiles.

The twenty now attack in formation, and though they are easier to kill when grouped together there are now many more jets to contend with.

Flat Attack is very noisy, realistic and addictive enough to encourage you to put in just another 20 pence. It's very similar to the other games of this genre, but still on exciting shoot-'em-up in its own right.

► EXTERMINATOR

Exterminator by Taito is really self explanatory. Just blast everything in sight and you should make enough headway up the screen to take on the massive three-headed robotic cyclops.

This is one of those games where playing in the two player mode adds enough excitement to want to continue playing.

So to the start. The first wave of mutants descends from the top of the screen — flying eyeballs, swamp monsters and killer millipedes do their best to run you! Touch one and you'll be thrown back a few feet while your life span gets that much shorter. When your life points reach zero you die only to reappear for a second shot at the mutants.

The pace is quite fast and you have to slip nifty mind the screen to avoid a collision. Boulders slide the drag, shoot these and, as they disintegrate, you might find a hidden minefield leading to an underground cavern. As soon as you hit it underground, your partner will automatically follow. Once there, you'll find some metal caskets and if you head these open some bonus goodies will be revealed. Perhaps an auto capsule which protects you for a short while, or a sniper, a psycho helmet, even a search goggles.

Search goggles are great they allow you to detect the rocks which conceal its hidden staircase. And when the nullgades swarm, the line stopper stops them dead, allowing your escape. If one of these dear little creatures get you then tend to long on randomly dropping away at your legs. There's no holding them off either.

Rows of blue aliens are pretty helpful though, once they're dead. They'll occasionally leave a pulsing blue ball behind which, if you pick it up, will add your footcubes while giving extra fire power. A string of these, each firing upwards, can do lots of damage to the ascending enemy forces.

Other items seem to fall of random from laser fireblast sheets and these include the ability to fight and fire in formation, active speed and more weapons. So if you've got your wits together there's absolutely no reason why you shouldn't be armed to the teeth with a host of other bonuses to ease you through to the end of the level.

Although it's a relatively fast moving and enjoyable two-player game, Exterminator isn't of the

HIGH SCORE



colours that'll have you coming back for more and more. Once I'd got the hang of it I'd shed a few pounds worth.

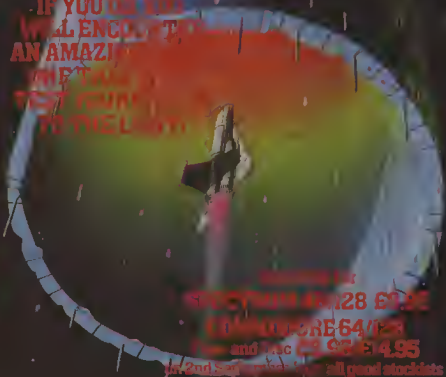


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BLACK TIGER

Black Tiger is weird. With a deep and dingy colour scheme, a strange subterranean atmosphere and characters which have stepped straight from the dark ages.

When I first saw the game it wasn't fully completed, so this is very much in the way of a preview. The reason for the colour scheme is in varying shades of purple and black because the land is doomed to eternal darkness, thanks to these unwanted dragons who descended from the once clear skies above the planet. As usual you've been cast in the role of hero and it's your unenviable task to get rid of the dragons and so lighten the atmosphere.

Garbed in armour and equipped with a business-like chain with a studded ball of cog iron at one end, you tread warily to your doom. Peering ahead you can just make out the shape of what looks like a giant ram in armour. But as you creep closer the shape turns into that of the shield and huge torso of one of the dragon's guardians. Clutching your shield you leap forward into battle, swinging the ball and chain for all you're worth.

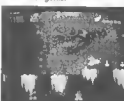
If you keep your distance you should be able to knock the mighty warrior with no trouble. The idea is to keep out of reach of his deadly double-headed axe. Get too close and you're likely to lose your armour and shield which leaves you feeling very vulnerable.

Black Tiger is played in tunnels

and there are columns you can use to jump up, leaping from one to the other to get to higher playing areas. Arrows point in the directions you can travel and often there are junctions where there is a choice of paths leading perhaps to the dungeons or up to a higher level.

Prehensile bats flap into your face while you're clinging to the columns and these are just as likely to kill you as the warriors. Floating blue orbs should be avoided at all costs. You'll stand a much better chance of winning if you manage to find the power box. Catch the item coming out of it and you'll be rewarded with a variety of extras like the ability to become transparent, to speed up, or you'll be given piercing bullets, rapid fire, poison or a time-slopper. Some of which will be very useful when fighting your ultimate opponents — the dragons.

Black Tiger looks very interesting even though it is rather gloomy. And the music doesn't help — it'll strike chord into the most cheerful of souls. Still it's got a lot going for it and it'll be interesting to see the finished game.



AFTER BURNER

After Burner, a fabulous roller coaster ride through war-torn skies is the latest blockbuster from Sega. And having experienced a couple of superb stomach churning flights, I can see why the game's being heralded with such excitement.

The first five levels are fairly easy to get through with automatic refuelling on the third level. The only difference in these early scenes are the number of enemy fighters and the background colours of the scenery. The sixth level is a real killer and consists of high brick walls in a maze-like formation. You've got to fly between these walls to get to the open spaces outside.

After Burner is definitely the best game I've seen this year and if you can afford a sound or len give it a go.



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Wipe Out	368,950,000	P Coles, Cardiff
Wipe Out	11,054,3	Matthew Brydian, Kent
Wipe Out	3,500,000	Christopher Harris, Lancs
Wipe Out	10,000,000	Peter Huesten, Holland
Wipe Out	679,720	Lee Taylor, Lancs
Wipe Out	149,000	Peter Huesten, Holland
Wipe Out	993,920	Lee Taylor, Lancs
Wipe Out	2,000,000	Gary Spencer, IOW
Wipe Out	358,340	Niel Wilde Farnworth, Bolton
Wipe Out	9,990,990	Niel & Steve Farnworth, Bolton
Wipe Out	2,213,790	Phil Farnworth, Bolton
Wipe Out	574,450	Phil Farnworth, Bolton



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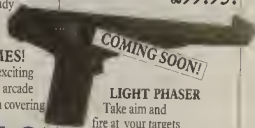
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Mailbag.

● Recent concern over the Alligata release, *Livingstone, I Presume* — has brought racism in computer games out into the open. Racism in computer software is quite often horrific but sexism in computer games seems to have been neglected recently.

Many games are stuffed full of sexist stereotypes, reinforcing prejudice and increasing division in society. Strip poker games are the most obvious example of sexism by degrading women, portraying them as sex-objects. Sexist attitudes are already reinforced daily by all areas of the media, especially scandal seeking "news sheets" published by the "News Tycoons."

Sexist games are often not noticed, they have been incorporated into the very design of today's software. Your recent review schedule shows the male dominance in games characters, scenarios, and graphics. Take for instance these games — *Mag Max* (Male), *Greyfell* (male cat), *Head Over Heels* (two male characters), *Little Computer People* (only male characters) and guess which gender the star in *Tubaruba* is?

Most games can have neutral characters, especially when they are robots and aliens. Is the sex of the character always necessary? Do software firms think that women only exist in the home and only venture out to do the shopping?

If they don't where are the 52 per cent of female characters which would make games representative of the population?

It is said that women do play parts in computer games, but these passive roles merely reinforce existing sexist attitudes, an example being *Donkey Kong* which portrays the woman carted off by the

gorilla and having to be saved by Mario. The Bug rightfully said this only to be heavily ridiculed by S.U. It's comments just showed how pathetically sexist some writers to be.

The popular computer press had a chance a little while back to break the sexist mould when Teresa Maughan became editor of YS. Instead of countering the readers and some writers' sexist drive, she merely laughed it off and continues to do so, the magazine still also takes sexist and racist adverts.

Dwelling upon adverts, we can see a further lentacle of computer sexism the sexist advert. The most blatant modern example is *Barbarian* by Palace which went one step further from drawings of scantily-clad women and actually showed a photo of Maria Whittaker with a lack of clothing. Palace has shot to the Number one slot, this means that they are sinking lower than low to sell their products.

A conclusion for all the companies out there can be that by ignoring and exploiting 52 per cent of the population, they are obviously losing out on 52 per cent of the profit that they could make. A more normal conclusion is that sexism in computer games ignores and often degrades women.

Jaron Lewis and Jeffrey Davy
The Bug
● Editor's reply: We've all had a ponder about racism and computers, chaps, but we can't think of any "horrific" examples. Write in and tell us. We know quite a few girls read C+VG so why don't you also write in with your views on sexism and computer games.

● I wrote to your magazine once before, but though my

name was not printed, my letter was! So, I felt I had to write again to get the fame I deserve and to sort out a few things.

First, though, I don't want to talk to any Conan the Librarian or some idiot in the margin but to someone of the stature like Lieut. Laww, one cool dude.

Right, on with the letter — I am sick and tired about people complaining about advertisements for games unreleased yet. The reason is that the advert is given to C+VG by the company well in advance for a future issue and, in between the time the company sends its adverts out and the time they actually appear in the magazine, something can go wrong in programming the game — so there is an advert but not game.

Tony T. appears to be in the middle of things at the moment. It is my belief that he is actually nearly always right but goes way over the top and appears wrong.

However, he does have an expert knowledge of the computing industry and knows what he is talking about.

I don't like this music review feature. Normally I enjoy the special features you do but music has too many different tastes. However it is good to see that your staff coming up with innovative ideas to make the mag better. Well done.

You have successfully managed to cover a very wide range of computers. So, it is very annoying to read letters from Onic and Enterprise owners having a go at C+VG for not doing reviews. It is obviously not C+VG's fault, they just do not get the games from the manufacturers. I think there should be special features on things like starting your own magazine or advice on

programming just one-offs.

I think that about wraps it up for now, I shake hands with all the male members of the team, and love and kisses to the ladies, and robots — may your joints never rust! Well done on a superb mag. From your most loyal reader.

Rak Munro

Surrey

● Editor's reply: At last! Somebody understands the problems we face. It's hell, I tell you being me. The responsibility, the pain, the worry.

● I would just like to congratulate you on your excellent magazine, especially your Play by Mail pages written and conducted so well by Wayne.

I have been reading your magazine since April '83 without I might add missing any copies and I feel that the content has improved year by year. I started buying C+VG because it was unmatched in Adventure gaming news and features handled by a certain Mr Campbell — just as his column was allowed to expand, I feel that Wayne's column should be expanded also.

It is good to see new ideas being used and tried out, and I think this column was your best bet yet. It would be nice to see the reaction of an article about Fanzines, but this may be straying to far.

Mike Danaher
Northampton

● Editor's reply: We'd love to expand lots of C+VG's features but time and space are always against us.

● Okay! Plucked enough courage once again, here goes. He removed his trusty Brio from its rather fetching holder. It was a BIC roller ball, which

he had customised by covering in Tixex and drawing funny faces all over it with felt tips! Yes, there was even one of the *Ed on it*. His hand fluttered nimbly over the paper as he wrote his next offering of earhole G.B.H. to the C+VG Mailbag.

Hi Guys Comin' over to my place for a game of scabble and a cup of Horlicks. And if you edit this letter to 1/2th of it's content as you did last time I really will send my 17 1/2 stone overweight mother to make Big Red look like a speak'n spell. Chill look like a Morphy Richards toaster and Otiss well, what's he supposed to be anyway?

Okay, a half senons matter next. Remember these immortal words: "We are trying to improve our Atari 8 bit coverage. We've got a new reviewer Jerry Muir to check them out." Why, oh why? Why? You never use him! It's always this Brian Webber chappie. Needless to say if a really good Atari 800X game comes along the Editor grabs it! What was wrong with Haken anyway?

Glad that's behind me. Now would you like to hear my views on Rock On? Tough, your going to hear them anyway.

Get rid of it. Who ever thought of this idea needs his/her legs slapped. Don't ever let me see it again. Use the page for an Atari XL extra. Before I go, I would like to offer a suggestion as to why Tony T is blue. I think it is because someone let Big Red out of the C+VG nursery room with his Junior Artist Paint Set.

What was the relevance of that revoltingly fat and nauseating gentlemen on August's Mailbag pages? As the Editor was replying I sort of thought it was him. Let's have Tony T replying to the letters sometime. Everyone else seems to get a shot. Can I get a shot?

Andy Blair
Glasgow

● Editor's Reply: No!

This letter is about a game I just bought, written by Tony T, your Hot Gossip man. He's always talking about the best software and all these things.

Well, when I went to a shop a few days ago, I saw a game called Frennesis

at Frennesis again and what did I see? Written by Tony T. I didn't have to look any further! Tony, the guy who always talks about the latest Good software. So, I bought it. I came home and the first thing I wanted to do was play the game.

Well, I wish I hadn't bothered! This game is the most stupid, disgusting game ever. I'm really angry about this one, Tony. This is what is called a Rip-Off! Here are my points.

- Graphics 1
- Sound 0
- Value 0
- Playability 0
- Total 0

I hope no one else has bought this stupid game. Tony's always talking about the best software and he publishes this load of @*#@*! Even my little sister who's just two years old could write this program. *Bart Treamecne*
The Netherlands

● Editor's reply: Tony T sends his regards and thanks you for your well thought out and balanced comments.

I am writing to reply about a certain A Q from Norfolk who says Mel and Kim are rubbish. They are the buzz and heavy metal is very out dated, and why was the Beasbe Boys' LP in your heavy metal section, they outclass anything in heavy metal. Why not ditch the H M section and bring in a hip hop one, because this is the music of the moment.

Oh yes, a question. What's the best, an Amiga or an ST, is it an Amiga for it's graphics and sound or an ST for it's vastly superior game's collection? I want to know because I might buy one — for games only. *Ian Walker*
Leicester

● Editor's reply: On the contrary HM is very in the moment, but we take your point and hope to expand the type of music covered. Rumours have reached us from a very unreliable source which talk of Amiga price cuts soon. Stay tuned.

Firstly, I'd like to say that I welcome any album review in your magazine of any type. I would prefer other music to be reviewed. I own an Atari ST and have done so for a year now. Therefore, after reading the Atari ST special, I decided that I'd better write in and say a

big thank you for all your support of this fabulous new computer.

Yesterday, I purchased Gauntlet for my ST after reading the review in your magazine. I must say that it must be the best game out because of the fantastic graphics and gameplay. There is a bug in it though. If one character dies — in a two player game — and the INSERT key is pressed immediately — two resurrected characters will appear!

Try it and see.

In your review, you mentioned that a four player Gauntlet will be out. Will it be an add-on, or will it cost another £25.

Gavin Lum
Kent

PS I've finished *Ultima 3* on my Alan 800. Please write to me if you have any trouble playing it.

● Editor's reply: Thanks for the Gauntlet tip, Gavin, watch out for Gauntlet II.

Wayne's outdated OK, if you want a "music" section in your mag please remember this is the 80s not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Gorland. If you want to review hard music, how about punk. Don't say that there is no more punk, cause if punk is dead, then hard rock lies 13 billion years away. Just look at The Conflict, The Exploited, GBH and many others — or won't you dare to review it because there's lots of @* and J\$ in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there're loads of good, unknown groups in England like Alien Sex Fiend, Sisters of Mercy, The Dead Kennedy's etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Hewson's Zynaps. Regards to Jerry Pans — some real neat artwork! *Wim de Gent*
Belgium

● Editor's reply: Alien Sex Fiend unknown? Where have you been Wim? Oh, Belgium. There you go then! World's centre for New Wave, eh? What about Berlin then? I have seen a good group from Belgium — M.A.M. I think they were called. But we take your point — watch this space for a more comprehensive music section.

● In last month's Mailbag, I read a Mr G Evans letter concerning Imagine's Game Over advert. If the boy is so concerned about the advert why doesn't he just turn the page over. I am sure people like me prefer these sort of adverts — it catches my attention. So Gareth if you don't like it, buzz off.

I'd be very grateful if you could tell me more about the wonderful Sega system, how long will it take to get to the shops, will you be doing regular reviews etc?

Another comment to Mr Taylor! He is still reading C+VG C+VG is very far when it comes to competition winners whatever race, creed or colour.

I know because I am brown skinned and Moslem and I have won a competition in every four times I have entered — that's a ratio of one out of every 4 dummies. So, Mr Taylor go bury your head under a rock.

Please leave Mr Tony T alone. So what if he's an alien. And to end, please please can I go out with Melissa? I am handsome, intelligent, loving, caring, and sexy!! *Romeo Mo*
London

● Editor's reply: The Game Over ad has certainly stirred up a hornet's nest. It's not fair to tell someone to ignore a page of C+VG if they don't like it. There should be no forbidden areas of the magazine. And no part should be offensive to our readers.

Sorry, Romeo, but Melissa is booked up for the next few months.

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- Game of the Month Druid II gets the C+VG Games Players Guide treatment in November's issue. Hints on tips on this magical game straight from the programmer's mouth!
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C+VG's Hat Gossiper

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favour in computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.



Just recently there has been a noticeable increase in the number of ads which feature various parts of women's bodies.

There is a time and place for everything. I pick up computer magazines to read about computers and games and NOT to have huge breasts thrust at me! What is even stranger is just WHY this has been happening...

There was a time, a few years ago, when the now defunct mag, *Home Computing Weekly*, started to display models on its cover holding computer peripherals. This did lead to protests and the idea was dropped.

Mark Cole of System Three probably has the dubious honour of the worst sexual exploitation with his exploits of the PCW Shaw at



1985, he was due to release a game called *Twister*—*Mather of Harlots*, and hired a dance troupe of girls that could only

be described as "very physical" to dance on his stand. The girls were banned eventually as it was all a little

too suggestive.

Recently this sort of exploitation has increased with the ads getting even more daring, the one for *Game Over* really did take it to the extreme. Ocean was not the only one, *Mirrorsoft* with its *Defender of the Crown* and *Palace* with its promo of *Barbarian* with a raunchy cover featuring *Mania* Whittaker also got in on the act.

Of course it does get the game coverage for better or worse, all software companies are allowed artistic license to plug their games, it really is just a matter of degree.

In our society sex is generally acknowledged as a selling point, but being honest, to my mind crude sexual artwork has NO PLACE in computer games.

Three dimensional games are in this month! After having experienced the latest *Navagen* offerings—see this issue—I now have to try and put another 3-D game into perspective. It's called *ST Wars* and it comes from a US company called *Miles Computing Inc.*

It's based on three scenarios from the *Star Wars* film trilogy.

The game boasts nine different scenes, *Asteroid Field*, *Space Assault*, *Wave Attack*, *Surface Mission*, *Enter Trench*, *Enter Tunnels*, *Obstacle Room*, *Power Generator* and *Exit Starbase*.

"Enough of these blasted descriptions—what is the game like?" I hear you cry.

Well it plays well but the animation gets real slow real fast as the action heats up.

There are loads of different scenes to try and some of them work well with reasonably fast graphics, sound is boning in the game (but rather nice in the title sequence at the start of the game).

I will give you a smattering of some of the better scenes in the game, you start by trying to get your man to his fighter through a couple of corridors and through a hanger.

Control is via the mouse (which works well) and you can shift from ground view to a top down view quite easily. When seated in your fighter there is a quick launch

sequence. You now find yourself in the *Asteroid Field* zapping asteroids and tie-fighters coming in from all sides.

To get to the *Space Assault* you have to fly through a moving slot in the side of a box, this gives you energy and pressing H will hyperspace you to the next scene.

The next tasty item is the *Surface Mission*, here you have to blow away the control towers and avoid missiles launched at you from the ground bases. When you zap the towers they explode true to life with bits all over the place. Lovely, lovely, lovely!

The *Trench Tunnel* sequence is real close to the

original *Star Wars* coin-op, the obstacles are nicely coloured—all in wire frame—and you can get a little dizzy if you lose control and start to spin.

The last couple of scenes are fun, the obstacle room is exactly that and you have to steer around obstacles—a really strong 3D effect here—and then blow up the power generator. If you manage to do this you leave through the trench again and fly off into space to see the planet explode.

The variety of scenes makes this game entertaining, and although it is weak in parts it does generally satisfy. Indeed if you are a fan of the arcade *Star Wars* games then this is for you.

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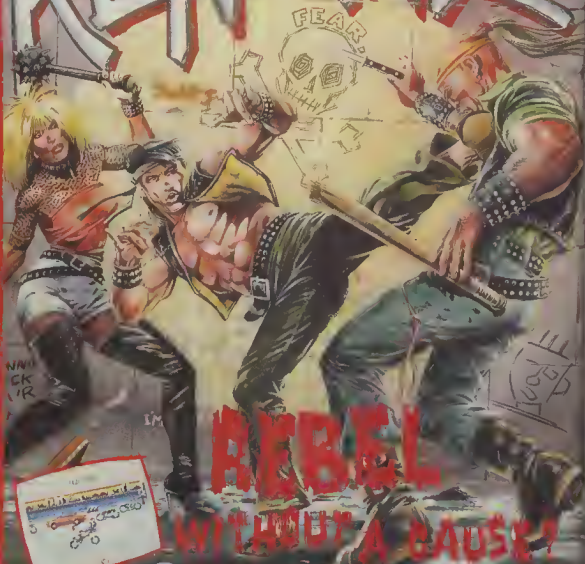


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